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Autumn/Winter 1992

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36

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amiga FORCE

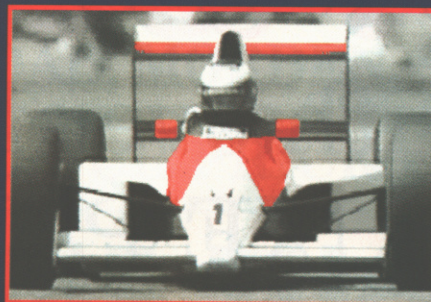
■ ISSUE 1

■ AUTUMN 1992

W W

INTRODUCTION

6 Hello, good evening and well done! Now you've got this far in the first ever issue of **AMIGA FORCE**, turn the page to find out who we are and what we're all about. You can even giggle at our mugshots!



DRIVING FORCE

12 On your marks... get set... GO! Phil King parks his posterior in the driving seat to bring you this car-racing round-up. Discover which driving games are first past the post, while he ignores those left on the starting grid.

RICH PICKINS

23 Here's where we review all the latest decent full-price releases. If it's worth the asking price you'll find it here, if it isn't, you won't! A great selection of pretty diverse game styles for our first issue — whoopie!

THE FREE AMIGAS!

17 What do you mean you already own an Amiga!? Whether you want to upgrade to an A600, or you'd just like a second machine so you can have four-player races on *Lotus 2*, here's your chance to win one... of three, for free!

THE TIPS SE

36 Is Ocean's *Elf* ruining your health? Are you tearing your hair out over The Hit Squad's *R-Type*? Blaspheming at the Bitmap Bros' *Gods*? If so, then help is at hand! Maps galore and a whole lot more.

READ ALL ABOUT IT!

9 All the latest news from the Amiga world, nattered about over coffee and biscuits. Among topics under discussion is a new steering wheel from Logic 3, endorsed by none other than Nigel Mansell.



4 AF ■ AUTUMN 1992 ■



HAT'S HERE?

CONTENTS

JUST AROUND THE CORNER

20 What will your local software store have in store for you in the run-up to Christmas? Well there's a new *Tetris*-type game from Accolade and a spooky isometric 3-D adventure from Core, for starters!



GODS POSTER

42 Oh my Gods, what a groovily gruesome poster! One of the best Amiga games of all time makes its debut as the first ever AMIGA FORCE poster spread... and what a blinder it is!



GOING PUBLIC

66 Come with us as we explore the dark, mysterious, mostly FREE realm of the Public Domain. Excellent games are what we're interested in, and there are some truly awesome PD offerings to be found here...



CUT OUT 'N' CHEAT!

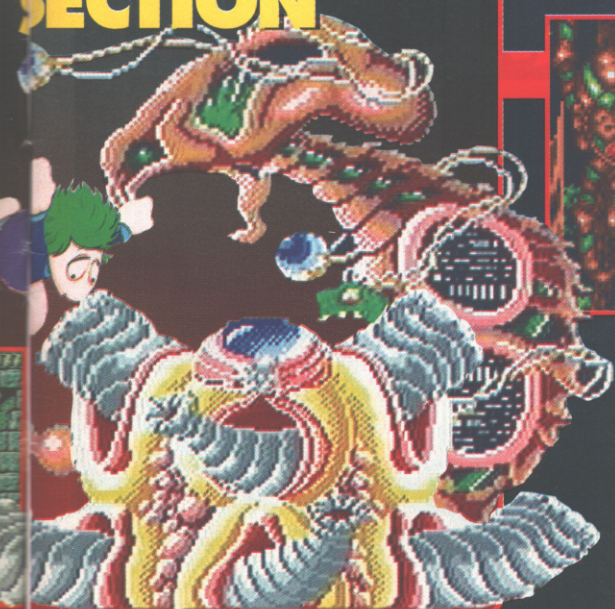
73 Thanks to our unique cut-out-'n'-cheats, there'll be no more hours spent rifling through dog-eared back issues searching for that elusive game cheat. Simply clip out our coupons and keep 'em with the disks!

WIN THE TOP 100!

81 That's right, pop-pickers, we're giving away the best-selling 100 budget games. Such a huge prize requires a gargantuan effort, though... answer every one of the 100 questions right to enter the draw!



SECTION



BUDGET BARGAINS

30 Short arms, deep pockets? Fear not — the indispensable guide to cut-price Amiga software is here! All the latest, greatest and cheapest software in town gets the AMIGA FORCE treatment, cheque it out...



WE ARE AMIGA FORCE!

THE MAGAZINE WITHOUT AN ATTITUDE PROBLEM

LAUNCH EDITOR STEVE SHIELDS → EDITORIAL TEAM PHIL KING → MARK CASWELL
→ IAN OSBORNE → CONCEPT & DESIGN MARK KENDRICK → ADDITIONAL DESIGN
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INTRODUCTION

HELLO GOOD EVENING A WELL DON

**amiga
FORCE**

Welcome to the first action-packed issue of Amiga Force, and congratulations! Yes, give yourself a big pat on the back for picking us off the shelf — over the next eighty odd pages you'll discover enough decent Amiga games coverage to warrant the £1.95 cover price twice over... and more!

WHO ARE WE?

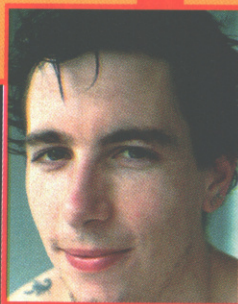
■ Brought to you by the same people who launched both CRASH and ZZAP! 64 on an unsuspecting public, we at Europress Impact have a wealth of experience to draw upon when it comes to producing computer-games magazines. Having been in the business of supplying joystick junkies with original, exciting mags since home computers were first introduced in the UK, we maintain a firm grasp of the market and an accurate picture of what gamers want from a mag. Every staff member on the Amiga Force team has had years of gameplaying practice... one or two of them can even remember the first time they clocked *Space Invaders*!

**amiga
FORCE**

THE A-TEAM

STEVE SHIELDS

■ Gung-ho leader of the team — aka the Editor — Steve's big ambition is to try (almost) everything at least once, no matter how embarrassing. Past experiences include growing an 'amazing' goatee beard, wearing a Dexy's-style woolly hat, and supporting Cardiff City FC (snigger!). Apart from these eccentricities he's a really nice bloke who would never dream of giving anyone a P45 (fingers crossed!).



PHIL KING

■ The most talented joystick jockey in the known universe, if our Production/Deputy Editor hasn't completed a game, it



probably isn't worth playing. A wonderfully witty wordsmith, Phil's reviewed more computer games than most of us have had hot dinners. Come to think of it, he's also had more hot dinners than any of us have had hot dinners, too!

GOOD AND BETTER!

WOT, NO COVER DISKS?

■ That's right! We're the only Amiga games mag that hasn't got at least *one* disk taped to the front cover, and there's a very good reason for this: **MONEY!** Way over half the stuff that's bunged onto 'free' disks these days is rarely looked at more than once, so what's the point? By taking the plunge and deciding not to carry any disks, we're able to keep the price down to £1.95 — a full two quid cheaper than most others.



INTRODUCTION

TAKE A TIP FROM US

■ We're committed to bringing you the very best in playing tips every issue, from shoot-'em-ups to strategy sims, puzzlers to arcade adventures. Any game, in fact, we reckon is tricky enough to warrant it will receive the Amiga Force treatment. Tips requests for games that you're stuck on will be taken seriously, and tips that YOU send in are particularly welcome! Prizes will be awarded each issue for the best tips, cheats, maps etc received. You can send them to the following address: **Amiga Force Tips, Europress Impact, Ludlow, Shropshire SY8 1JW. A £50 software voucher will be awarded to the**

sender of the most mega Amiga game tip each issue. Letters on any Amiga-related topic can be sent to the same address, as can comments or suggestions about the mag.



HOW IT'S DONE

■ Every Amiga game released is sent to our office, and eagerly loaded. After a good blast, we all sit down and discuss the various pros and cons. If the general consensus is good, we'll go ahead and review the game. But if we reckon it's appalling, we won't devote any space to it. After all, no-one wants to read reams and reams about rubbishy games. Basically, if we haven't covered it think very carefully before you buy...



WHAT ARE WE?

■ Basically, we're a tips-biased magazine for Amiga games enthusiasts. Although we'll be bringing you news of forthcoming games in the previews section every issue, as well as reviews of new, full-priced games and budget releases, it's hints, tips, cheats, maps and general playing guides that Amiga owners have been clamouring for — and you can look to us to provide you with them. It's all very well lavishing attention on all the latest releases, but most Amiga owners will only ever get to play a handful of them. So what about the games you already own, but have neglected since you failed to beat that giant baddie on Level Three, or whatever? That's where we step in. By providing hints and tips for big-selling Amiga games old and new, we plan on breathing fresh life into your software collections. Just imagine all those hundreds (thousands?) of screens you've never seen, languishing away on floppies at the back of your disk box. What a waste, huh? As far as the reviews go, instead of lengthy, detail-laden in-depth exposés of every new release, we'll concentrate on the nitty gritty: where best to spend your hard-earned cash. If it's worth the asking price, you can rely on our judgement and honest, forthright opinions. If it's not, we won't bother reviewing it.



BYE BYE... FOR NOW!

■ Well we hope that explains the whys and wherefores of our operation, all that's left to say now is hope you enjoy the mag, and we'll see you again next issue. Oh, and you can stop patting yourself on the back now, you're probably getting some funny looks! May The Force Be With You!

Steve Shields
Editor



IAN OSBORNE

■ Staff Writer
Ian Osborne's biggest claim to fame is that he once stood on the same escalator as Nanette Newman in British Homestores. Not much to brag about, we know, but he maintains that the memory always gives him a warm glow, so who are we to argue? A dedicated adventure/roleplaying buff, Ian's philosophy in life is simple: examine everything and, if that doesn't work, roll a dice at it! Oh, and contrary to popular belief, Ian wouldn't be seen dead in an anorak (he prefers to wear it while he's still alive!).



MARK CASWELL

■ Affectionately known as Corky to his friends — and called a whole lot worse by his enemies! — Mark is one of the longest-serving members of Europress Impact. Some say the offices were built around him, while other, less kind individuals reckon the building should be brought down on top of him! A huge shoot-'em-up fan, Corky's into games which provide a bit of blood 'n' thunder in his otherwise remarkably dull existence.



MARK KENDRICK

■ With an ego the size of a small galaxy (and a bank balance to match), Mark is responsible for designing Amiga Force. Almost obscenely talented in all aspects of design, it's just a pity his dress sense doesn't reflect the fact. Head-over Cuban heels in love with all things American, Mark's big dream is to wake up and discover his mom bakes the best apple pie on the block, his pa's become a redneck and the house has miraculously mutated into a condo! Sad, isn't it?

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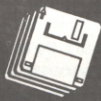


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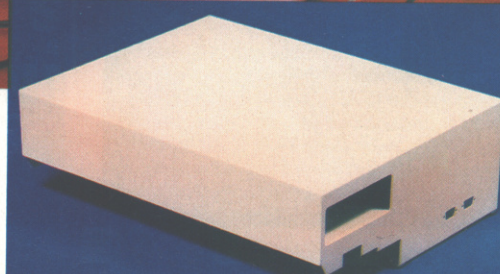
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READ ALL ABOUT IT!

SENSIBLE DECISION

One of the AMIGA FORCE crew's favourite games of all time has just received an overhaul. Renegade Software have listened carefully to footie fans' comments about their chart-topping hit, *Sensible Soccer*, and decided to incorporate the suggested changes.

A special 1.1 version of the game, which features clubs and players currently performing in the 1992-3 season, is hitting the shelves about now... but *Sensible Soccer* fanatics would be (football?) mad to rush out and buy it. Instead, devotees who already own the game are offered a special deal whereby they mail off their original version, along with just £3.95 (+ p&p) and they'll receive not only the updated version, but their own copy back to boot!

Playing for keepers?

Rumours about enhanced computer-controlled goalkeepers have reached our ears, too. Hopefully this new, tweaked version of the game will incorporate new, more intelligent net-men — our only real criticism of the original was that the keepers would occasionally let the side down badly by failing to pick up the ball. For further information about this, or any other Renegade product, write to: *Renegade, Unit C1L, Metropolitan Wharf, Wapping Wall, London E1 9SS.*



HOT OFF THE BENCH PRESS!

Are you using Amiga Workbench Version 2 yet? And, if so, have you mastered the short cuts, discovered its foibles and utilised all the gubbins? Have



THE RACE IS ON!

It's the run-up to Christmas, once again, and hardware manufacturers are taking their places on the commercial starting-grid. In pole position on the monitor front we find Philips Consumer Electronics who, it has to be said, have a rip-roaring, tyre-screaming, turbo-thrusting (I'm going to put my foot down in a minute; get on with it! — Ed) offer for the festive season...

Not only have they slashed a huge £100 off the price of their CM8833/II colour monitor (ensuring they're the first to break the £200 price barrier — it'll now be retailing for a reasonable £199.99!), they've also struck a deal with Gremlin Software which will see them giving away some top gear!

It takes two to turbo!

As well as seeing their favourite Amiga games in sharper detail, purchasers of the CM8833/II will receive Gremlin's excellent *Lotus Turbo Challenge 2*. Given away free with every monitor from now till the end of January, owners of the game needn't feel too hard done by: for only £5 they can exchange their freebie *Lotus 2* for the soon-to-be-released *Final Challenge* — *Lotus 3*.

Still not satisfied? Then why not enter their exclusive competition too? First prize is a helicopter trip for two to the 1993 British Grand Prix at Silverstone, where a pair of grandstand seats await — as well as an introduction to 'a famous Formula One personality' (let's just hope it's not Murray Walker).

For further information about this, or any other Philips products, contact Philips direct on: 081 689 4444.

you any idea what we're talking about? No? Then Bruce Smith Books Ltd may have the answers!

Mastering Amiga Workbench 2 is the latest addition to the BSB book range, and deals exclusively with the updated Workbench. Written with complete novices in mind, the volume takes users through the intricate world of Workbench with little fuss. Equally well suited to beginners or upgraders alike, this is a vital purchase for anyone struggling to get to grips with their machine.

Just DOSing around

From relatively simple functions (such as learning how to use the menus and copy files), to advanced procedures like getting to grips with AmigaDOS and Graphics Printing, *MAW 2* sets everything out in a clear, concise, easy-to-understand fashion. Weighing in at a hefty 328 pages, it'll ring the cash register bell at £19.95.

For further information on this or any of Bruce Smith's Books, telephone (0923) 894355, or write to them at: *Smug Oak Green Business Centre, Lye Lane, Bricket Wood, Herts AL2 3UG.*

THE ART OF BART

No, that ridiculous contraption in the photo isn't a belated April Fool. Once again Cheetah are inflicting yet more ridiculously pointless joysticks on the gaming public, this time using character licences as a selling point.

As well as the awful *Bart Simpson* effort, Cheetah also scooped the rights to *Batman Returns*, *Alien 3* and *Terminator 2* — expensive and pointless licences that are reflected in the £12.99 price tags. A Cheetah spokesperson described the concept as 'possibly the biggest ever tie-up in film-licensing and video-game-hardware history... a truly new product concept.'

Bart Simpson joysticks? I'd rather eat my shorts!

FOXING CLEVER!

French software giants Titus are taking the budget market by storm as their new label **Fox Hits** explodes onto the scene! Launched late last month, 12 releases are planned between now and November. These are *Crazy Cars 2*, *Fire And Forget 1 & 2*, *Wild Streets*, *Arachnophobia*, *Off Shore Warrior*, *Dick Tracy*, *Duck Tales*, *Galactic Conqueror*, *Prehistorik*, *Knight Force* and *Dark Century*.

As yet, all titles are rereleases, though Titus are considering splashing out on originals. Whatever they decide, the games cost a mere £9.99 — well worth hunting down!



OCEAN NOSE AHEAD

First there was Band Aid; that dreadful racket that raised a fortune for famine relief. Then came Live Aid, which saw everyone who was anyone (and a few who never were!) tripping the light fantastic in a marathon gig to end 'em all. For the more athletically minded there was Sport Aid, and now there's Comic Relief, an ongoing spectacular where everyone can (and should) do their bit for the Third World.

To coincide with the March '93 event Ocean Software are releasing *Sleepwalker*, a game in which you must guide your somnambulating buddy through a construction site, jungle, zoo, graveyard and all manner of dark and dangerous places. To prevent your chum waking, you must set off traps yourself! Walk over those tacks, detonate that dynamite, stick your fingers in a plug socket — painful, but true! Needless to say if the sleepwalker hits a trap he'll get a rude awakening.



Every link in the software chain will make a donation (distributors, retailers, us!) but no-one's expected to make a loss. We'll bring you more news as it's made, so slap on that red nose and stonk!

WHEELY WICKED!

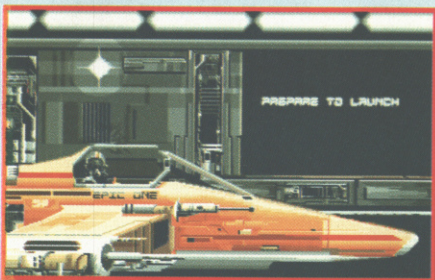
Is the latest car racing game driving you round the bend? Then help could be at both hands from Logic 3, joystick manufacturers extraordinaire!

On its way to a shop near you is the new Freewheel controller. As you can see from the picture, the Freewheel is shaped like a car steering wheel, with the addition of two thumb buttons conveniently located on the inner part of the ring. Plugging straight into your joystick port, the wheel incorporates a number of microswitches which respond to left/right rotational movements, as well as forward/backward tilting — making it ideal for flight simulators also.

Awaiting test drive

We haven't received the actual device yet (although we're assured one is winging its way to us), so how well it performs has still to be tested. Try it out in the shop before you buy would be our advice, then, and don't forget to check your mirrors!

For further information about this, or any Logic 3 products, contact super-stockists Spectra Video at: Unit 27, Northfield Industrial Estate, Beresford Ave, Wembley, Middlesex HA0 1NU.



BUNDLING 'EM OUT

Commodore recently unveiled their latest offerings for budding Amigamaniacs everywhere with some great new A600 packs.

The Wild, The Weird And The Wicked is aimed at groovy game-freaks everywhere, and features *Deluxe Paint 3* (has anyone actually bought that program, or did everyone get it with their Amigas? Just a thought), MicroProse's brilliant *Formula One Grand Prix*, Ocean's *Pushover* and System 3's forthcoming *Silly Putty*.

Great stuff, eh? Certainly better than potential Hard Drivers get from the somewhat patchy *Epic HD* pack. Millennium's *Rome* is great and System 3's *Myth* has its followers, but why did they include overpriced, overhyped tosh like *Epic*? *Trivial Pursuit* is a curious addition, too. Okay, so it's a good program, but you'd be far better off with the board game. The ubiquitous *Deluxe Paint 3* is also here.

The Wild, The Weird And The Wicked sets you back a cool £349, while the *Epic HD* offering costs £499. They've certainly got Atari worried — they've just slashed the price of the beleaguered ST to a minuscule £249. They'll be giving it away in cornflake packets next!

READ ALL ABOUT IT!

Curse of ENCHANTIA



Sucked into the cursed land of Enchantia, Brad finds himself chained and manacled inside a castle's dungeon. He escapes from the castle via a subterranean cave system and meets fortune tellers, magicians, dragons, elephant seals, fire demons plus many other colourful characters both friendly and otherwise!

Travel with Brad to the Valley of the Lost, the Ice Palace and the Graveyard in his quest to ensure his safe passage home.

Curse of Enchantia is available on Commodore Amiga (1 meg only) and IBM PC compatibles.

Screen shots from IBM PC version.

CORE
DESIGN LIMITED



Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797, Facsimile (0332) 381511

DRIVING FORCIBLY

Buying a driving sim is an even more precarious business than looking for a second-hand car.

There are a lot of dodgy motors going around, so to make sure you don't buy a banger, PHIL KING test-drives the very best racers on the Amiga road. If it ain't here, it ain't worth bothering with.

APB

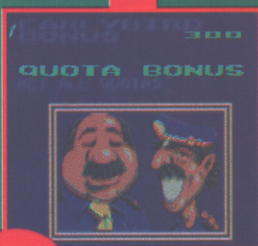
Domark
Not a racer at all, this has you driving round the scrolling-overhead-view town in a cop car.



Arrest the daily quota of petty offenders and you're given a proper pursuit job, scouring the streets for a major criminal. These take a bit of finding, and are only arrested by repeatedly smashing into their vehicle, *Chase HQ* style. Back at the station there's a hilarious interrogation sequence where you waggle the joystick to shake a confession out of your captive!

The programming is mediocre with sluggish, ropery scrolling, a washed-out colour scheme and dull soundtrack. The fact that it's still a good game is a testament to the gameplay quality of the Tengen coin-op. Don't prepare to be dazzled, but get ready for some compulsive crim-catching.

OVERALL 75%



VROOM

Lankhor/Ubi Soft

Spectacular speed makes this one a real thriller. The sprite-based 3-D is possibly the fastest ever, with a very smooth update.

In addition to a training mode and modem-link two-player option, there are two distinct ways of playing the game. The Arcade mode involves passing a set number of cars, *Super Monaco* style, to qualify for the next circuit. On the other hand, the Race mode is a World Championship tour with points awarded for the top six places in each race.

The superfast race action is hectic. Collision with roadside objects or other cars costs precious seconds and can cause damage. This is rectified by a pit stop, as is excessive tyre wear.

As a serious sim *Vroom* can't compare to the likes of *Formula One Grand Prix*. But for no-nonsense arcade-style driving it's a top contender.

OVERALL 86%

CRAZY CARS 3

Titus

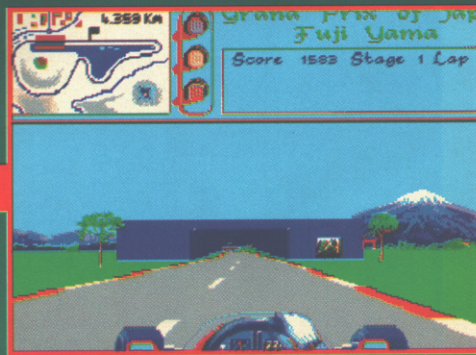
The first two *Crazy Cars* games were mediocre, but it's a case of third time lucky. The superfast, undulating 3-D is very reminiscent of the *Lotus* games. It's this immense speed which provides the thrills as you weave through the considerable amount of traffic. Smashing into other cars, or roadside objects, causes you speed-reducing damage — costing you dosh for repairs in the garage between races.

Other cars are mainly there just to get in the way, but in most races you compete against up to three rivals. Beat these and not only do you win the top prize money, but you collect on any side bets laid with them (via a neat poker-style bidding scene).

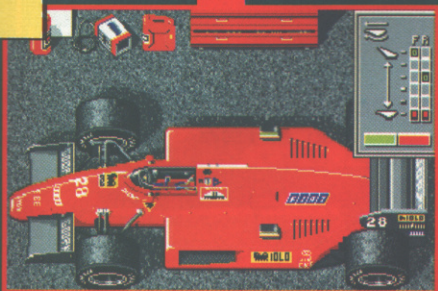
It's not nearly as easy as it sounds though — the higher the prize money, the higher the race entry fee. And car add-ons like turbos, better tyres and higher top speed cost an absolute fortune. Perhaps the most useful, and affordable, extra is the radar for detecting police speed traps. Although being chased by a cop car is the ultimate thrill, getting caught results in a huge fine. One dirty trick is to bump another driver into the cops, so they chase him instead!

Individual races are enjoyable, and compulsion is enhanced by the long-term challenge of a four-division driving championship. The only thing missing is a two-player mode, and this is where the similar *Lotus 2* has the edge.

OVERALL 85%



ING



FERRARI FORMULA ONE

■ Electronic Arts

This detailed simulation of Formula One racing even gives you access to Ferrari's Fiorano test track (with split-time sensors), dyno room and wind tunnel. These are used to test the efficiency of your car adjustments. Virtually every aspect of your Ferrari can be altered: tyres changed, engine tuned, aerofoils raised/lowered, gear ratios and suspension adjusted, etc. The presentation for this is excellent: just drag the cursor over each part of your car to bring up the relevant settings menu.

As racing fans know, there isn't just a universal optimum setup — adjustments are required to suit each of the 16 Grand Prix circuits. Even then, the best setup for qualifying sessions will be vastly different from in the race, where fuel is strictly limited and tyres must last longer.

The tactical side of the game is so strong that you can choose just to manage the team, letting the computer drive for you. But for budding Mansells, the 3-D race section isn't bad, considering the game's four-year age. Control is via mouse only, and pretty sensitive too. Though this can prove frustrating at first, with practice it enables subtle drifting. If you're out for total realism, you can even race the authentic number of laps, with races lasting up to two hours real-time!

In the arcade stakes, *Ferrari* is left on the grid by such superfast thrillers as *Lotus*, but as a tactical sim it still finishes in the pits.

OVERALL 80%

INDY HEAT

■ Storm

Strangely, this sequel to *Super Off Road* removes the bumpy dirt tracks and goes back to its primitive *Supersprint* roots. It's still a very playable game though, with the classic bird's-eye-view, single-screen racing proving addictive.

As usual, the four car sprites are tiny, but they zip around at a fair rate. In fact, using nitro-boosts is only recommended on long straights, unless you want to slam into the scenery. Hitting objects or other cars causes damage which must be repaired in the pits. Refuelling also occurs here so, as in *Lotus Esprit*, you often risk running out of gas by leaving the pits early. As if there isn't enough bumping and barging on the track, dirty tricks include knocking opponents out of their pit lane, and even running over their crews!

As the 10-race season progresses, the cars can be souped up by spending collected spanners on nitros, engine, tyres, speedier crew etc.

It's classic, hectic racing, particularly with three players.

OVERALL 84%



FEATURE



FORMULA ONE GRAND PRIX

■ MicroProse

Geoff Crammond's comprehensive Formula One sim picks up where Ferrari left off. Every aspect of your car's setup (gear ratios, wings, tyres etc) can be altered to suit each of 16 international circuits. Advice is given in the superlative manual, which also includes track maps and oodles of background information on the circuits and teams — it's fascinating reading.

On-screen presentation is no less impressive, with plenty of attractive static screens and a stunning action replay mode, incorporating a host of camera angles to view the action. This is portrayed in glorious 3-D: fast, accurate and with incredibly detailed scenery — zooming round Monaco is an experience to relish. The cars are also very well drawn with bits flying off when they crash — a pity their engines sound like electric drills!

The most useful option for beginners — and perhaps the game's most impressive aspect — is the choice of how much you want to control. Not only can you have automatic gears, but also auto-braking and even the best racing line shown as a dotted line on the track. These 'tutorial' options (plus the manual's excellent 'driving techniques' guide) are perfect for getting to grips with the car, so with a bit of practice you're soon zooming around like a pro.

To do well in the World Championship, though, you need to do more than fast lap times. Dealing with traffic takes real expertise, especially on narrow, tortuous tracks. Overtaking the intelligent computer cars is a difficult task — even lapping backmarkers can be tricky. And for once, qualifying sessions are complicated by the realistic inclusion of other cars — argghh!, how does Mansell keep so cool?!

Due to the incredible amount of detailed realism throughout this epic of a game, there's a fair bit of shuffling between the four (!) disks (a second drive is definitely recommended). However, this minor annoyance is a price well worth paying for what is undoubtedly the greatest motor-racing simulation ever created.

OVERALL 98%

LOTUS ESPRIT TURBO CHALLENGE

■ **Gremlin**

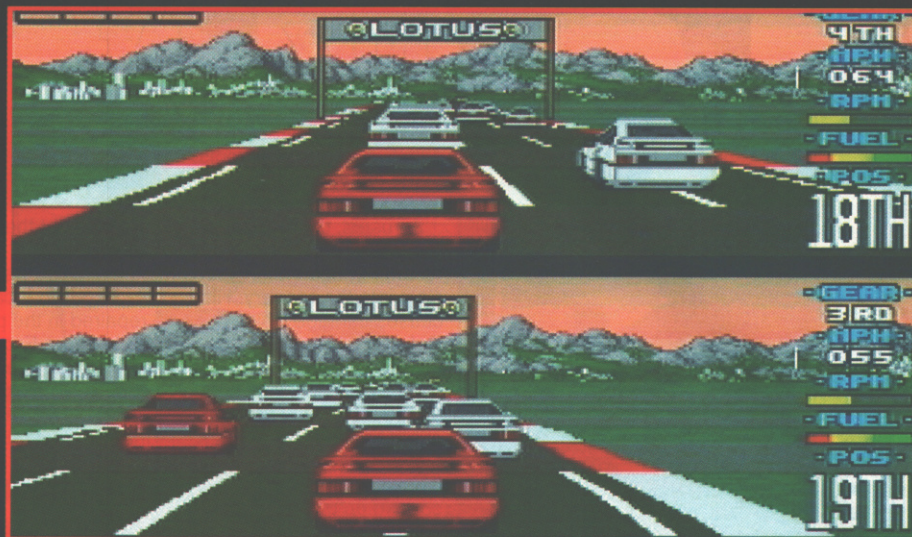
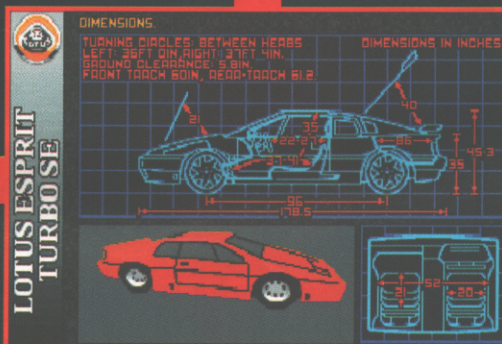
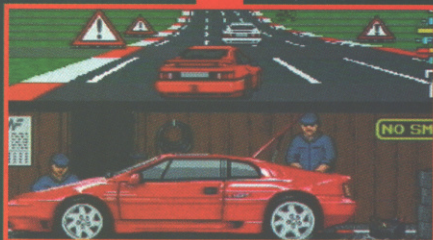
Not only is this a technically excellent 3-D racer, it's also one of the best two-player games ever... Weaving through the intelligent computer traffic, you can see your opponent in the distance. As he bumps into the rear of a computer car, you put your foot down and get ready to zoom past. Swerving one way then the other, you attempt a Mansell-style overtaking manoeuvre, but at the last moment he spots you and baulks your move. You ram into his backside, and slow to a snail's pace.

It's a furious contest all the way, especially with rocks and oil patches on the track. Then there's the gamble of taking as short a refuelling pit-stop as possible, risking running out of gas if you misjudge the amount needed to complete the race.

As in the sequel, the undulating tracks are impressive for their graphical detail and supersonic speed, especially considering the split-screen effect. The superlative presentation is completed by some neat blueprint intro screens and four thumping rock tunes plus meaty engine FX.

Lotus not only looks dead flash, under its bonnet purrs a finely tuned monster of a gameplay engine.

OVERALL 96%



IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD

■ **Virgin**

Believe it or not, this game's lastability is even longer than its mouthful of a title. The Leland arcade classic has been perfectly converted by the veteran Graftgold programming team.

Four tiny cars speed around the eight bumpy dirt tracks, splashing through water pools and leaping over ramps. As in the coin-op, up to three players can take part, one using the keys — which is actually an advantage with the simple rotational controls.

The racing's tough, but if you're far behind, a few quick nitro-boosts help you catch the leaders. Nitros, and more permanent car improvements, are bought in the interlevel shop — paid for by money bags collected on the track. And you need all those power-ups to beat the great 'Iron Man' himself — watch out for him speeding up towards the end of races.

With better graphics, an extra player and more hectic racing than its sequel *Indy Heat*, this is the superaddictive speed-king of *Supersprint* variants.

OVERALL 88%



TURBO OUT RUN

■ **US Gold**

It's not quite a top-notch conversion of the classic coin-op, but still a compulsive cruise across America. Your Ferrari F40 packs a massive engine, and the 3-D scenery whizzes past even faster (if a tad jerkily) with the turbo activated. 16 frantic stages take you through a coast-to-coast tour of America, dodging thick traffic and outrunning the cops. Regular checkpoints must be reached within strict time limits, or it's game over. Furthermore if you're overtaken by the Porsche driver, he nicks your fickle girlfriend! Every fourth stage, you get to upgrade your car's engine, tyres or turbo.

Although technically far surpassed by many newer racers, this oldie retains the feel and playability of the classic coin-op.

OVERALL 74%



LOTUS TURBO CHALLENGE 2

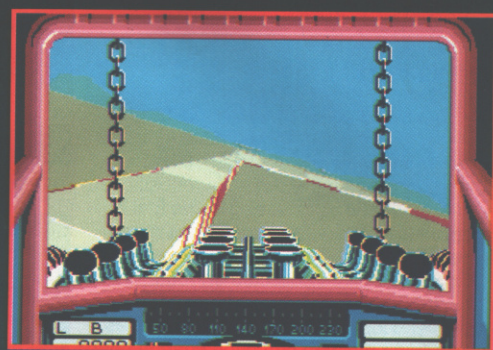
■ **Gremlin**

The big question was how could the original *Lotus* be improved upon. The answer is, it couldn't. Instead, this 'sequel' drives off at a tangent. There's still the split-screen view, undulating 3-D and simultaneous two-player mode (or three/four players with two linked Amigas!). But this time, rather than racing around circuits, the action is much more like *Turbo Out Run*. Checkpoints must be reached within strict time limits, otherwise it's game over.

Though this decreases the competitive two-player thrills slightly, the superfast 3-D makes *Lotus 2* an exhilarating arcade experience. Graphical variety is much improved over the original with eight vastly different stages, and this adds to the gameplay with such features as logs to jump, night-time racing, ice patches and even juggernauts crossing the road!

It's a completely different kettle of fish to its predecessor (the whole screen is used in one-player mode), but the same technical excellence and compulsive playability make *Lotus 2* the best 'checkpoint' racer around.

OVERALL 90%



STUNT CAR RACER

■ **MicroStyle**

Another Geoff Crammond masterpiece, this is far removed from the realism of *Formula One Grand Prix*. Here the action takes place on rollercoaster-style tracks, complete with incredibly steep hills, ramps and huge gaps to jump.

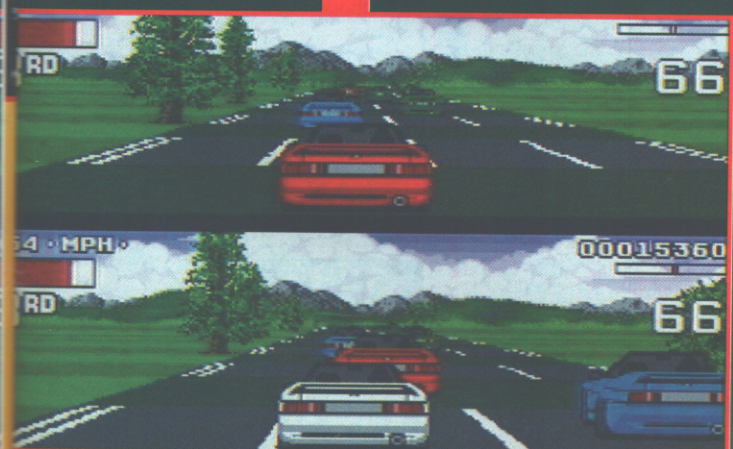
Performing huge leaps and nitro-boosting round banked bends is a stomach-churning experience, and it's all too easy to veer off the side as you race to the limit against a solitary computer driver. You then suffer the ignominy of being hoisted back onto the track by a huge crane, and watching your opponent zoom into the distance.

Whether you're far behind or way ahead, there's always the incentive to go for the fastest lap to earn an extra championship point. There are four divisions of three drivers and two tracks each, with promotions/relegations at the end of the season.

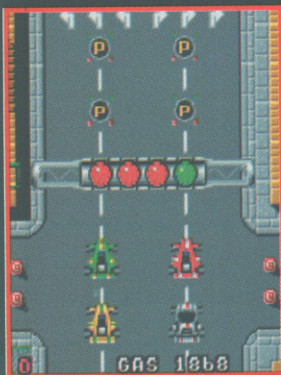
It's a tough challenge to rise through the ranks, but the emphasis is on fantastic fun — there's nothing quite like just making it across a huge ravine! Fast 3-D ensures an exhilarating experience, though the drill-like engine noises irritate.

Presentation is excellent with options to practise all the tracks, enter an eight-driver league, play head-to-head against a real-life opponent via modem cable, and save position and lap records to disk. It all adds up to a supremely playable racer with a unique, refreshing style.

OVERALL 94%



FEATURE



SUPERCARS II

■ Gremlin

A great improvement on the original *Supercars*, this souped-up sequel incorporates a split-screen two-player mode. The scrolling overhead-view races are hectic as hell with bump-'n'-barge tactics employed by all. But even Ayrton Senna would draw the line at firing missiles at his rivals! Take enough damage and your car explodes, costing precious seconds to be replaced on the track. You're also dealt a whopping repair bill after the race.

Money for repairs, weapons and car improvements is earned from finishing in the top five (fail and you're disqualified anyway) and also from sponsorship. The latter is decided by your responses on just one of many (optional) conversation scenes. You also get to talk to a Policeman, Journalist, Solicitor, etc. to earn/lose money or championship points.

This ongoing drama of financing your racing adds extra spice to the long-term challenge of the championship, as does the tactical use of weapons. Most of all though, it's a hell of a lot of skiddin', slammin' fun!

OVERALL 87%

NITRO

■ Psygnosis

Up to three players can compete in this slick variation on the *Hot Rod* (Sega coin-op) theme. Four-car races take place on overhead-view scrolling tracks. If a car gets left behind by the scroll it's repositioned further down the track, losing some fuel in the process. Gas is the name of the game — run out and it's game over.

Extra fuel can be collected en route, as can nitros and cash to spend in the interlevel shop. As well as upgrading tyres, acceleration etc., you can even change your car type (sports, buggy or Formula 1) to suit the current terrain. Each of 32 races takes place on roads or cross-country. It's a bit of a mystery tour, with the route only shown by a few arrows. Night races are especially confusing (you can even pick up a dark bulb to turn off your opponents' headlights!) — you're recommended to follow the other cars round most of the way, and try to get past just before the finish.

Though the even-paced action never really gets the pulse rate rocketing, it's an enjoyable solo challenge. Multi-player games are more fun, with cut-throat competitiveness and a mad dash for the bonuses.

OVERALL 79%



SUPER MONACO GP

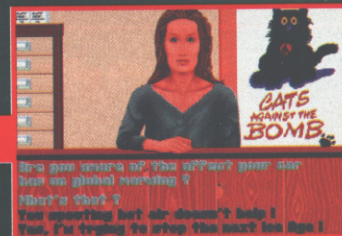
■ US Gold

A fine conversion of the Sega coin-op, this portrays the legendary Monte Carlo street circuit in attractive, layered 3-D. It even features extra tracks: before you play in the playboy capital, you must prove your skill on tracks in France, Brazil and Spain.

After a qualifying lap, you're thrust in to the hustle and bustle of close, nose-to-bumper racing. You must overtake enough cars to stay within the qualifying standard, which decreases with every lap. Passing the best computer drivers is tricky as you only have a speed advantage round the bends — so no easy powering past on straights. In fact, you must constantly watch your mirrors for cars trying to bum past you on straight sections.

It's a fast, slick arcade experience, but the minimal number of tracks lessens long-term appeal.

OVERALL 81%



JAGUAR XJ220

■ Core

It doesn't quite live up to its illustrious name, but *Jaguar's* a highly polished game nonetheless. Ironically it's very much in the *Lotus* style, with split-screen two-player racing and easy car handling — you can go full throttle round most bends. There's even a similar CD-style selection for the soundtrack.

The 3-D moves at a fair old rate too (though not quite as fast as the real thing!), with varied scenery for 36 worldwide races. Particularly effective are the weather conditions, such as fog, rain, snow and sandstorms.

However, even with your view partially obscured by such distractions, it's not that tough to beat the computer drivers and win top prize money (awarded for the first six places). Cash is essential to pay the air fare to the next international venue, and repair your car. Presentation for the latter is very slick, with the facility to view the Jag from three angles.

The only slight flaw is that it's fairly easy to amass a lot of money, detracting from the challenge of a full season. Individual races are still a lot of fun though, especially with two players.

OVERALL 88%



COMPETITION

THE FREE AMIGAS!

**Ariba!
Ariba!
Ariba!
Win one of
three
A600s!**



To celebrate our first ever issue of **AMIGA FORCE**, we're giving it all away! No doubt you've already made your friends drool by showing them our top tips, marvellous maps, reliable reviews, daring design and luscious layouts. Now you can make them *really* jealous by winning one of the three A600s on offer in this easy-to-enter competition.

Tired of your A500's bulky keyboard? Envious of the slimline looks of the new A600? Then power up a chainsaw and slice the numeric keypad off! Alternatively, if you want a 1Mb memory and smart-card system (not to mention a working computer!), answer these three simple questions:

1. How many bits can the Amiga's CPU process simultaneously?
(a) 1, (b) 8, or (c) 16
2. What does 'Amiga' mean in Spanish?
(a) Girlfriend, (b) Spectrum, or (c) El Dorado
3. What is the emphasis on in **AMIGA FORCE**?
(a) The careers of wig-wearing BBC presenters, (b) Nora McVitie's tea-time treats for single pensioners, or (c) Top-notch Amiga tips

HEY, GRINGO, CUT ME OUT!

Send this coupon (or a photocopy of it) to **FREE AMIGAS COMP, AMIGA FORCE**, Europress Impact, Ludlow, Shropshire SY8 1JW. One last request: entries must reach us before 30 January 1993, or you'll face the firing squad!

Circle the correct answers:

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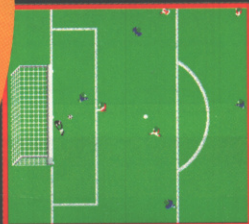
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See

We can't guarantee that any tall, dark strangers are poised to enter your life (or even if your milk will be delivered tomorrow!), but what we can do is give you a glimpse of some forthcoming Amiga releases. Here are a few that look very promising...

JUST AROUND THE CORNER



ARSENAL

■ Thalamus, £25.99

Football games come and football games go, but only the very best make it to the Amiga Force League Premier Division. Renegade's *Sensible Soccer*'s top of the table and looks damn-near invincible, but this could all change with the release of *Arsenal* by Thalamus. To celebrate this momentous occasion, we called Arsenal supremo George Graham...

Brring brring, brring brring — 'Hello, Highbury'...

'Hello, George! George — that is you, innit George?'

'Yes it's me, George Graham. Who am I speaking to?'

'It's Amiga Force magazine! We want to ask you about *Arsenal*, the computer game.'

'What? Why should I bloody know about it? I run a football club, not a software company!'

'But what about the horizontally scrolling pitch, George? I hear it runs at an incredible 50Hz?'

'I don't bleedin' know! Look, ask me about Saturday's game...'

'And what about the digitised pictures of the players, George?'

They're only stills, but I bet they move faster than the Arsenal boys! Ha ha ha!'

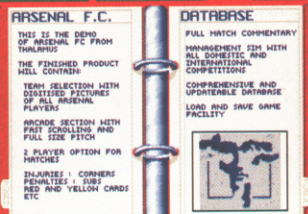
'Very smeggin' funny! Now stop waffling bout that bloody game or get off my phone!'

'And what about the match commentary, George? And...'

George? Are you there George?...

Oh well, we asked the president of the Woolwich Train Spotters and Stamp Collectors Club for his opinion. 'I've got mixed feelings about it,' he said. 'I hate those nasty, horrible arcade games but I might make an exception if the management element's good. I don't know whether I'll buy it yet — money's short, and I need a new anorak.'

■ Up the 'ammers! Slick options screens and plenty of options are typical of a top-notch Thalamus release...



WAXWORKS

■ Accolade, £34.99

Waxworks are creepy places at the best of times, and in the next Accolade release you get to explore one, searching for your missing brother Alex. The building was owned by your recently deceased Uncle Boris, who spent years creating his collection of wax dummies. All of them are either dark, treacherous beings from his imagination, or characters from horror films. Your first temptation is to destroy the waxworks, but something draws you to the old Victorian building in which they're housed.

Before you know it you're enticed into a dark, shadowy world where the wax figures come to life. You discover that Alex is somewhere in this strange scene, so you set out to rescue him. There are five worlds to explore, including ancient Egypt, 19th century England, a musty mine—shaft and a haunted cemetery. The game's completely icon-driven, and a first-person perspective means you'll have plenty of chances to meet horrid creatures face to face. Programmed by Horrorsoft, the team who brought *Elvira: Mistress Of The Dark* and *Elvira II*, *Waxworks* opens its doors in November.



ROUND OVER

PREVIEWS

DARKMERE

Core Design, £34.99

Long ago, a young Elf warrior named Gildorn performed many brave and daring feats. One of the most difficult was the slaying of a giant Dragon called Enywas, who was terrorising a human village. Although for this act Gildorn was banished from his own race, he became King of the grateful village and married a beautiful Elf woman named Berengaria. They had a child named Ebryn, but soon afterwards Berengaria disappeared, never to be seen again. Gildorn searched in vain for his beloved bride, but he soon became a morose and broken Elf.

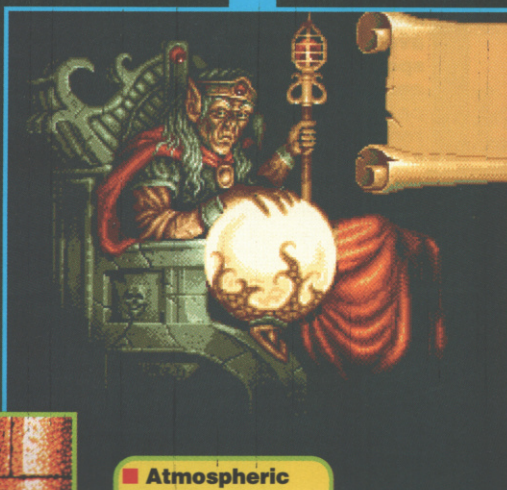
So much so, he allowed thieves and cut-throats to terrorise the village, while in the surrounding forests a horde of Orcs planned mischief. Gildorn realised his mistake and sent his by-now-fully-grown son out to battle the forces of darkness, armed only with Gildorn's enchanted sword. Ebryn's task, therefore, is to hack the enemy hordes to ribbons, and thus end the Curse of Darkmere.

A 3-D isometric adventure, *Darkmere* is split into three main levels: the village, forest and Orc cavern (each level is split into a wide variety of locations). There are plenty of characters to interact with (or hack apart), so it's not all 'kill anything that moves' fun. Find out if Ebryn can save the day when *Darkmere* appears in October.

■ Eat steel, you spawn of evil! This is a mock-up screen depicting a typical combat encounter. We have only seen static screens of the game so far, but each and every one just screams 'quality'.



■ This gnarly geezer on the left is actually your dear old dad, who can be called upon to give advice and guidance during the game. We'd strongly suggest you try to stay in his good books!



■ Atmospheric graphics and a user-friendly icon system look set to make Waxworks another sure-fire winner for Accolade.



■ (Below) The Amiga Force Editor arrives for work on Monday morning... and is welcomed by the Publisher, (right)



■ A misleadingly innocent-looking old waxworks (left) holds deadly secrets galore. Can you rescue your long-lost twin before the assorted ghouls and ghosts get the better of you? Just follow the yellow brick dirt-track to find out!



PREVIEWS

■ Like an off-colour Sonic Hedgehog, *Tearaway Thomas* zips around the scrolling screens at very high speeds... indeed!



TEARAWAY THOMAS

■ Soundware, £25.99

The Sega consoles have *Sonic The Hedgehog*, and the Amiga will very soon be visited by another fast-moving creature. *Tearaway Thomas* is obviously inspired by a certain speedy hedgehog, and will be hitting the shops in October (the programmers are completing the game as we speak). It's a multilevel platform game (the number has yet to be decided) that sees Thomas whizzing around scrolling screens, collecting various coloured gems within a very tight time limit and finally reaching an exit.

Of course as this is a platform romp, there are plenty of objects for the athletic hero to jump on, spring from and fly off. Evil creatures can be leapt over with ease, but if Thomas hits them he's stunned for a short while. Watch out for hidden gems and bonuses, and teleporters which whisk Thomas off to strange new worlds to collect loadsa goodies. Get ready for the speedy new star of the computer world as he hits an Amiga near you soon.

ZYCONIX

■ Accolade, £24.99

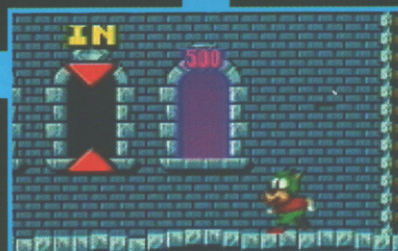
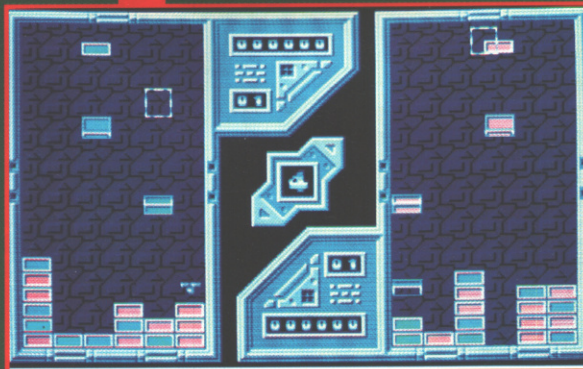
Original concepts ahoy! Or maybe not. The latest in a long line of puzzlers, *Zyconix* involves the novel concept of positioning falling blocks to form lines of the same colour which then disappear. This prevents the screen filling up — when chockablock, it's game over.

It's a blindingly original idea, as you can see from the screenshots. Oh well, if it plays anything like those other compulsive puzzlers (to which are it bears absolutely no resemblance whatsoever!), you'll be doing more lines than you ever did at school.

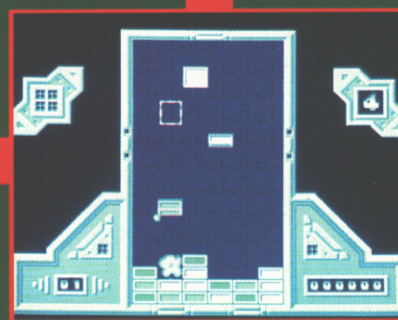
To prolong appeal even further there are four different game modes (named after characters), all of which permit one or two players (with split screen). Louis' is the basic game, while in Dazza's each player starts with a pre-built block — remove it to enter a bonus level. Spry's game allows the player ten blocks to complete a line, or else an indestructible line appears at the bottom of the screen. In two-player mode, the first player to complete a line passes the indestructible one to his opponent! Finally, Shazza's game is a straight race against the clock.

In all modes, matters are complicated by special items which help or hinder: mines, spikes, disintegrators, transparent blocks etc. There's also the usual array of difficulty levels, so novices and experts alike should find *Zyconix* a treat when it drops onto the screen in November.

■ Inside the castle, Thomas must avoid the spooks and collect enough gems.



■ Not 'just another Tetris clone', *Zyconix* offers four different styles of play, in one or two-player mode. Thwart your opponent or go for glory first.



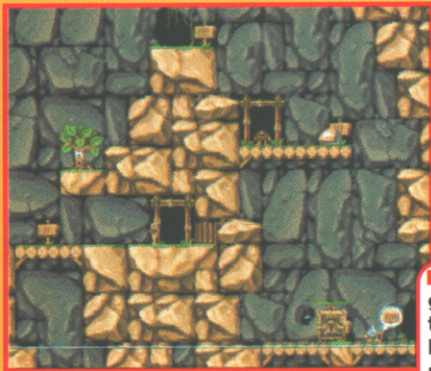
RICH PICKINGS

To help you flash your cash in the right directions, here's a roundup of the best new releases on the market — any of which are worth shelling out for...

■ Playbyte, £25.99

As game names go, this one takes the biscuit — *UGH!* sounds more like something you hear in an Indian restaurant lavvy than a classy computer game! Can you imagine going into a software shop and asking for *UGH!*? The shopkeeper would call the men in white coats! Hopefully Playbyte won't lose sales over it though, because it's really rather good.

You play a prehistoric caveman who runs a taxi service from his stone-age helicopter (don't you just love it already?). Being a pedal-powered prehistoric model your chopper doesn't hover too well — the heart of the game is learning to fight the effects of gravity and inertia. Each level is played on a static screen where you must collect stone-age citizens from the



■ Things start getting pretty tricky as the levels progress — so what's new!?

numbered caves peppering the various platforms, and carry him or her to the cave chosen. Do it fast enough and you'll get a tip, but be careful — hit the ground too hard and you're in trouble!

You need to transport a set number of bods to get on to the next level, but be quick about it — running a chopper on pure pedal power's blimmin' tiring, and if you run out of energy before you reach your quota you'll come to grief. Energy can be replenished by dropping a huge boulder on a tree and eating the fruit that falls from its branches, but you can only do this once on each level. Careful not to land on top of your passengers too!

As you progress through the game you'll come up against all manner of tricks and traps. Some caves are unreachable without taking a dip — hit the water from a great height to reach the required depth, then swing it under the obstruction. Later still you'll be battling marauding dinosaurs and racing rising water levels. Although your taxi's amphibious, it doesn't handle too well under water and keeps bobbing to the surface, so it's best to complete the stage before the cave's submerged. Each screen has its own password so you won't get bored of the early levels (unless you really want to).

UGH!'s an undeniably addictive game, and some of the presentation effects are dead snazzy. The water is particularly good — it's a pity the screenshots can't show the ripples. And the way the 'get ready' signal is printed on a log which falls into the drink and floats away has to be seen to be believed.

Impressive as they are, these effects are still only cosmetic, and a fair few useful animations are conspicuous by their



■ As a troglodytic taxi driver (flyer?) your mission is to deliver your cave-dwelling comrades from one stoney abode to another. Their vocabularies are very limited, so you won't get bored en route!



UGH!

absence. When the chopper or its passenger hits the water, there's no splash. Land too hard and you just bounce off the screen intact — falling to pieces on the spot would look much better. Worst of all, if you hit a platform when flying, exactly the same thing happens, missing a real opportunity for some digitised destruction.

At the end of the day *UGH!* is a great game, but with a little more thought it could be even better. Try before you buy, but there's every chance it'll grab you by the throat and refuse to let go.

RICH PICKINGS



FASCINATION

■ Cocktail Vision, £29.99

What a paradox — *Fascination's* a treat to the eyes, easy to use and fun to play, but it's also slightly flawed. This makes life very difficult for the reviewer: how do you write a review that doesn't sound more like an indictment than a buying recommendation? At the end of the day it's up to the reader to decide if its strengths outweigh its weaknesses, but let's get this straight right now — overall, *Fascination* is NOT a bad game.

The first thing you notice is the interactive character's a WOMAN! Highly unusual, but make no mistake — this isn't a right-on attempt

■ **It's not much to look at, we know, but *Bug Bomber* does offer one hell of a lot to do. One to four players can compete... or even co-operate.**



■ **Meet the delectable Doralice — now you too could have a body like hers; just make sure you take good care of it on Miami's mean streets...**



to redress the gender imbalance in computer games, just an excuse for cheap sexism. The user manual describes her as 'the sexiest captain on the Paris-Miami flight'.



Her goal is to find a dangerous aphrodisiac and take it to a company president, and worst of all while she takes a (gratuitous) shower you watch a graphic routine that has no effect on the game whatsoever! Is it any wonder that the overwhelming majority of gamers are male when game designers seem incapable of portraying a female without becoming preoccupied with her sexuality?

The second major malfunction is the puzzles — they range from the devastatingly easy to the ridiculously obscure. For example, before you leave the first location you must hide the aphrodisiac. Several places are available, but finding the right one is pure guesswork! This isn't difficult — you'll find the right place eventually through trial and error, but it's hardly good adventuring.

Thirdly, the game design is frustratingly linear, and never lets you forget you're playing a computer game. You can't explore

BUG BOMBER

■ Kingsoft/DMI, £25.99

We've all heard about computer viruses and the harm they can do. In *Bug Bomber*, trouble with a capital 'T' strikes when a band of 'bugs' invade an important computer. This paralyses it, but help is at hand as you and up to three pals become debuggers.

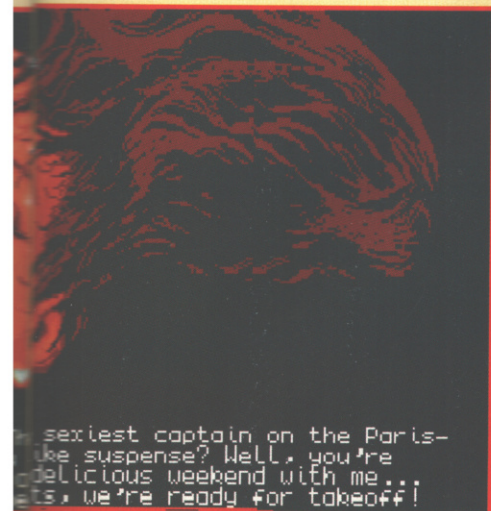
Pre-game options are abundant, even incorporating two completely different game modes: Versus Computer has all the players cooperating to destroy computer-controlled bugs, while Versus Opponent is a sort of demolition derby between the players. Other options include the number of computer enemies, computer IQ and number of games needed to win.

The playing area is a large square split into 165 smaller ones, and life is at first peaceful. But it soon becomes hectic as other players and computer-controlled characters enter the fray. By moving the joystick in one of the four compass directions, various weapons and items can be accessed: Blocks, Bombs, Mines, Thunderbolts and Eggs. The laying of eggs takes precious energy, but they hatch into various deadly drones (Painters, Crunchers, Hunters and Killers) or energy. The last item's certainly needed when the enemy hordes attack, as loss of energy reduces the speed of your character's movement. This is annoying, especially if you're being chased by enemy forces or you've just planted a bomb.

Energy conservation is the key to succeeding in *Bug Bomber*. To help you out, there are plenty of energy and IQ icons lying around. The latter are important for boosting the intelligence of your drones: they start life with the equivalent brain-power of your current IQ level.

Bug Bomber's one of those games that doesn't look too good at first sight, but proves incredibly compulsive. Good fun played solo, it really comes into its own with more than one player. This is particularly true in Opponent mode, when it becomes a frantic, strategic contest to the death! The variety of things you can do means success can be achieved using many different tactics — though one thing you'll always need is a ruthless streak!

NON



■ This intro screen (left) reflects the graphical quality which is evident in every screen of the game. You'll have to buy it to see the shower scenes, though!

your world to any degree: you can't leave most locations until you've solved the necessary problem, even when there's no logical reason why you shouldn't. Also the manual guides you through the game like Anneka Rice leads *Treasure Hunt* contestants, limiting still further your freedom to explore.

With so much going against it *Fascination* must be a complete disaster, right? Well, no

— it's got a lot going for it too! The graphics are clear and crisp, the user interface is dead simple to get to grips with, and for all its faults it has a certain endearing quality. At a tenner it would be ideal for the inexperienced adventurer (or voyeur?), but at thirty quid? Not a bad game, but think carefully before you buy.



Let's see, is it true the Americans like ample breasts?

FIREFORCE

■ Ice, £25.99

We've all heard of the elite fighting forces such as Delta Force, Navy SEALs and the Green Berets. Now a member of another hard-assed group is being sent into some of the worst hell-holes in the world... if you want to take up the challenge, that is!

You play an operative of Fireforce, and it's your job to succeed where the regular army have failed. The game starts with you filling in the duty roster: just sign on the dotted line. Then head for the Deployment screen, where you can choose the mission type (there are 12 on offer), get a description of the current mission, start and rendezvous times and the rendezvous point (write it down if you can't remember it).

You're also given the choice to revisit the roster, begin the mission or visit the armoury. There's some real ass-kicking ordnance available but you're limited to a maximum equipment weight of 26 (any more and the character would probably keel over). The weapons are certainly impressive: you've a choice of M72 LAW Rocket Launcher, M177 Carbine, AK-47 Assault Rifle, M60 Machine Gun, M16 & M203 Grenade Launcher and H&K MP5. Other equipment includes M16, MP5 & AK-47 ammo, M60 belts, M26 & M203 grenades, C4 explosives and field-dressing packs (essential after a fire fight).

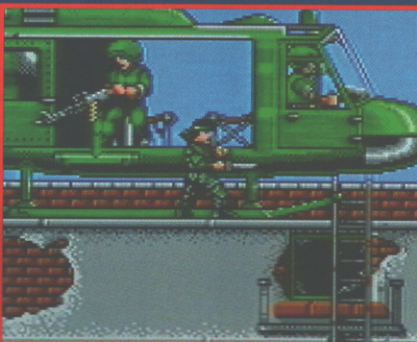
As mentioned before, our hero only has a short amount of time to complete each mission (generally 15 minutes), and return to the rendezvous point. So once he's dropped from the helicopter, go for it. Of course there are enemy soldiers out to stop you, but a lead sandwich is an excellent argument-stopper.

If a stray bullet strikes your frail body, a chunk of energy is lost (first-aid packs replenish it). Dead bodies should be searched, as very often there's equipment to be scavenged. A small tip here: on the armoury screen you should grab the Kalashnikov AK-47 Assault Rifle, for the first couple of missions at least. This is because most of the enemy weapons are of Russian manufacture (AK-47s no less), so there are no problems with restocking ammo (clever eh?).

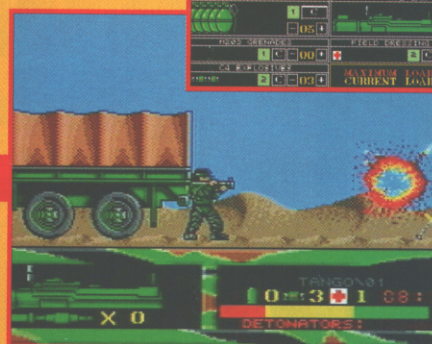
Each mission has a different goal. Most involve either terminating an important enemy target or blowing up buildings (great fun). It's best to know

what you're dealing with on each mission, so you can take the correct equipment with you. It's no good taking hand grenades and an M60 on a demolition job. On the other hand, C4 explosives and rocket launchers aren't much use in a fire fight.

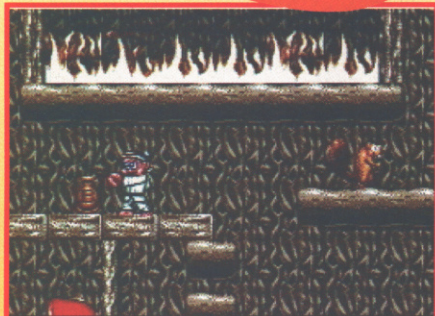
Whichever weapons you prefer, *Fireforce* is the perfect game for gung-ho merchants. We highly recommend it.



■ Like a thinking man's *Commando*, *Fireforce* combines gung-ho up-and-at-'em action with strategic elements. Think before you shoot!



RICH PICKINGS



■ Dojo's got a burning ambition to complete level one (above), but will those killer squirrels prove too hard to handle? That poer-up pot to Dan's left may contain a helpful item - kick it to find out!

DOJO D

■ Europress Software, £25.99

Originality isn't always required for a good game, as *Dojo Dan* proves... well, not quite. There are plenty of 'borrowed' gameplay ideas here. The most obvious similarity is with the excellent *First Samurai*. But while Dan can perform athletic martial-arts leaps, kicks and punches during his epic arcade adventure, he's a much more cute-looking chap. This mirrors the slick cartoonish style used throughout the game, with some cherubic baddies looking almost too sweet to kill. Bashing 'em reveals yin-yang symbols, providing Dan with much-needed extra energy. If he runs out, he loses a life and is plonked back at the start of the level — arrrrghh!

The only respite from this problem is when you touch one of the restart points, but these are few and far between and often located in the most awkward places. So things get very frustrating, particularly as many of the levels involve leaping upwards — and it's all too easy to fall to your death. Things aren't helped by the way the swarming nasties quickly rematerialise after dying, often completely without warning.

Some of the hair-tearing frustration is eased by the ability to start on any of the first four of the five worlds — though it's difficult to imagine completing one, never mind all. There's a further choice of which order you attempt each world's four levels. These aren't all multidirectionally scrolling platformers — variety is added by some horizontally scrolling flying action (Dan sprouts wings!) and a *Moon Alert*-style section. Then there's the *Sonic The Hedgehog*-like volcanic level, featuring swinging platforms on chains and stone blocks to push into the lava and ride.

All in all, it's a hotch-potch of ideas that don't quite gel. Though providing much-needed variety, some sections look totally out of place, while others (including the standard platform action) don't work as well as they might. It's perturbing that the game's best, and most original, aspect is the superlative soundtrack, with a different tune for each level. Nevertheless, if you can bear the initial frustration, *Dojo Dan* eventually proves a reasonably playable challenge.

CURSE OF ENCHANTIA

■ Core Design, £34.99

Okay, so it sounds like a gut-bustin' dish from a Mexican menu — but Core Design's *Curse Of Enchantia* is a lot better than the title may suggest. A sprawling arcade adventure featuring a host of lavish backdrops (painted freehand in acrylics, then digitised), this game is set to wow Amigaphiles everywhere.

The dark and mysterious world of Enchantia exists in a different time, space and dimension from Earth. But thanks to the machinations of an Evil witch, who rules the realm, a portal has been opened allowing the cackling hag to teleport a young lad across the void. And guess what. Yep, you've got it... that little chap is YOU!



■ Having made it safely to the lake-bed, remember to wear the fish bowl before you drown. Extra oxygen can be obtained from Mr Fish (left), while an electric prodder takes care of the shocking shark...

in her 'eternal youth' potion, y'see, and once she gets you in her extremely evil clutches she'll be able to rule Enchantia... for ever!

A graphically stunning icon-driven adventure packed to the gills with kooky characters and tricky traps, the story-line sees you venturing forth into several



■ Having just found the fish bowl (after escaping his cell), our hero must now make his weary way along a scrolling corridor. One-legged guards and enormous hammers hamper his progress.

Live male children don't exist anywhere in Enchantia, that's why the devious crone has gone to all the trouble of opening a portal to get you there. You're to be the main ingredient

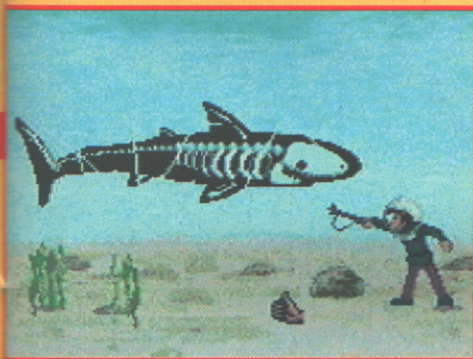
diverse locations. Graveyards, Medieval Villages, Crumbling Castles, an Ice Palace and even the bottom of a lake await, while objects as diverse as fish-bowls and paper-



DAN



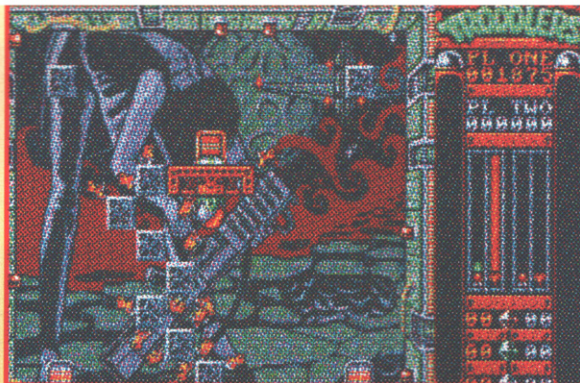
ANTIA



clips enable our hero to complete his quest (which is, of course, to find a way back home).

With a similar approach to *Gobliins* in its playing style, *Curse Of Enchantia* features a host of icons which, if selected in the right place, at the right time, AND while the proper object is being held, allow access to further screens. And what screens they are! Superbly painted and rendered, this one scores over *Gobliins* by including scrolling sections.

Surprisingly fast for an icon-driven outing, and wonderfully logical in its approach, *Curse Of Enchantia* has wide appeal and bags of originality. The rib-tickling humour featured throughout is the icing on the cake, and we strongly recommend you take a closer look at it 'in-store'. Better than a bean burrito any day!



REVIEWS

■ With stunning static backdrops and gameplay that's both compelling and frustrating, our advice is this: Troddle off down the shops and buy a copy! Cunningly addictive, this one'll grab you immediately.

TRODDLERS

■ Storm, £25.99

Long, long ago in a land far away (barf!), lived Divinius the Sorcerer and his two apprentices, Hocus and Pocus. Professional to a fault, they spent far more time mucking around than doing their studies — when it came to all things magic they were as competent as Sarah Ferguson's PR man! 'If a job's worth doing, skive it' was their motto.

Irritated by their nauseous antics, Divinius sent them to clear out the storeroom, which hadn't been touched for centuries. 'That'll keep them out of mischief' he thought. He was wrong! Unbeknown to Hocus and Pocus, ol' Div was making more Troddlers (I thought only a mummy and daddy Troddler could do that) hoping they'd behave better than the gruesome twosome. And guess what was in the box? That's right — TRODDLERS! Not wasting a moment, the wee ones made a dash for the wizard's teleport system and were transported to a grim wasteland. Divinius was furious. 'Get them back at once!' he screamed, 'and be bleedin' quick about it!'

A 175-level save-'em-up in the *Lemmings* mould, *Troddlers* just oozes variety. Your character (a big Troddler in a green jacket) must guide the little Troddlers (the Pinkies) from their starting point to the exit, saving a set number to reach the next screen. Getting them from A to B isn't easy — like the *Lemmings*, they mindlessly plod along regardless of what's ahead, but unlike *Lemmings* they can walk up walls, over blocks and even along the ceiling! So how do you guide 'em through the wasteland and into the exits? By building some blocks of your own, that's how!

Like the PD game *Wizzy's Quest* (reviewed this very ish), you can build your blocks in any direction, but only in squares adjacent to your own position. Slap 'em above you, build 'em below, next to you, diagonally... the choice is yours, but you've only a limited supply so don't build recklessly. You're far too long in the tooth to walk walls yourself, but you can jump the height of a block. You can also push the blocks and even destroy them, though there's nothing you can do about the lighter-coloured bedrock.

Easy, eh? What could possibly go wrong? Well for starters some of the Troddlers were mutated into grey, garish zombies who kill the Pinkies on contact and deplete your energy. Getting one in the exit means automatic failure. There's also a whole host of tricks and traps standing between you and success. You've got to work quickly too — delay too long and you're forced to plant blocks on top of your pink pals, making a horrible squidgy mess.

With 100 levels in one-player mode, 50 with two players working as a team and a further 25 with them at war, you won't complete it in a hurry — a comprehensive password system prevents it getting boring too. A great game, though perhaps not quite as addictive as its suicidal inspiration.

■ The Amiga Force crew are up to level 41 so far, and experiencing some difficulty. If anyone can send us a few tips on how to complete it there's a drink in it!



ODDZ & ENDZ

Entrance — Where the Troddlers start.

Zombie's Entrance — Where the dead return!

Exit — The Troddlers' destination.

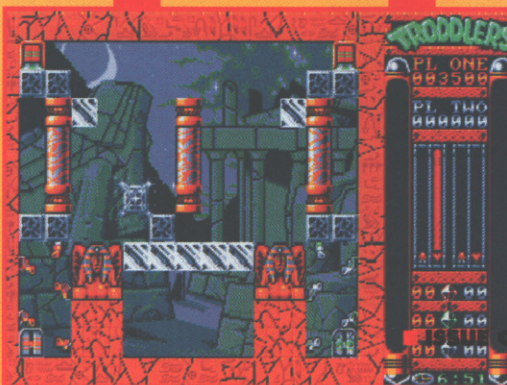
A Rock — Can be pushed to block or squash.

Cannon — Destroys just about everything in its path, except immovable blocks.

Ice Cube — This is one block the Troddlers CAN'T walk on.

Bouncer — Stops the Troddlers from being splatted when falling from a great height.

The Bird — Flies around at random, pecking the hell out of your blocks.



RICH PICKINGS

■ CodeMasters, £24.99 (Compilation)

Hands up all those who haven't got at least one CodeMasters game in their collection... not many are there? Not that it's surprising. They've long been the most successful original budget house, and their games seem to get better with every release! Their latest offering is a five-game compilation featuring one brand-new game and four rereleases. None are particularly old — no binging out yesteryear's duds to make a bit of dosh here, but are they any good? Read on...

CAPTAIN DYNAMO

Blimey — that was quick. *Captain Dynamo* is reviewed this very ish as a budget release, and here it is again on compilation! We're damned if we're reviewing it twice, so check out our glowing endorsement in the budget section!



STEG THE SLUG

If you thought all games were clones of copies of blatantly derivative rip-offs, you've obviously never played *Steg!* One of the most original concepts in years, this one will have you slugging it out with your Amiga for ages.

Steg's a hard-working slug with a hungry family to feed. Starting each level surrounded by maggots, you must take them to your kiddies through a series of chambers and passages — not easy with no hands! This is achieved by enveloping the maggots in floating bubbles and guiding them away from hazards, eventually bursting them over the T'yungunz (as the nippers like to be called). Watch out for some interesting power-ups and devices too.

For all its potential, *Steg* isn't that well executed. The scrolling leaves much to be desired, and guiding *Steg* round corners is a bit awkward at times. Even so, it's still blimmin' good — with loads of levels and a password system to stop you getting bored early on, it's certainly not a rip-off.

PUTTY

■ System 3, £25.99

What the Amiga needs now is a really great character for the public to latch on to. You know the sort of thing, an instantly recognisable figurehead, a superstar to beat Sega's *Sonic* or Nintendo's *Mario*. Well now we might just have one. Not only is System 3's *Putty* a fantastic game, it also stars one of the cutest, most versatile critters in the history of Amigadom.

Putty is NOT a happy chap. Imprisoned on planet Earth by Dazzledaze the Cat, to escape he must battle his way up a skyscraper which extends all the way to Putty Moon. Trouble is it hasn't been finished yet, and the construction droids aren't doing their job — sounds like a good excuse for a platforms-and-ladders romp!

And that's exactly what we've got here: a

Blue Pencil — Draws an umbrella which is stored for use as soon as you pick it up, and activated when you fall too far.

Red Pencil — Draws a balloon. As soon as you grab it, it'll take you floating far higher than you can jump.

Green Pencil — Draws a potion bottle, which in turn makes you invincible for 15 seconds.

Yellow Pencil — Draws a stopwatch that freezes the screen for 10 seconds.

Eraser Bomb — Rub out your enemies with this mega-powerful smart-bomb.

DOODLEBUG

■ Core, £25.99

Who's the saddest git you've ever met? Was it the guy in the anorak who thinks train spotting's an absorbing hobby? Or the pillock who's been after 'The Birdie Song' on CD for the past three years? Or maybe it's the prat who rushes home from school every day 'coz he doesn't want to miss 'Neighbours'. I say it's none of these — the saddest, most depressing plonker of all time is the nerd who bought a Mega Drive 'coz he thought the Amiga couldn't handle console-style platformers! You want proof? Check out *Doodlebug*!

Like most cutesy platform games, *Doodlebug's* plot leaves a lot to be desired — a dark, evil figure carries off Princess Lady Bug, and her old man (the king of Cartoonia) calls on Doodlebug to help. 'Remember dude,' he howled, 'don't dawdle — DOODLE!' I wonder which public school he went to?

Technically, *Doodlebug's* superb. With three layers of stunning parallax scrolling in eight directions, it's easily as good as the better Mega Drive platformers. The sprites are terrific too, ol' buggy himself being especially well animated — he even taps his foot and glares at you if you twiddle your thumbs too long!

To get rid of the baddies standing between you and Her Hopeless Highness, take to the air with a breathtaking leap, hitting fire to perform a *Sonice*que spin. The results are fatal for anything daft enough to get caught underneath you!

Arguably the most impressive gameplay feature is the power-up pencils which Doodlebug collects and throws, each one drawing a different piece of equipment to be utilised by our amiable artist. There's some heavy-duty hardware such as helicopters and buggies later in the game, but you'll have to cough up some gold to get those.

Doodlebug's not a fast game in the *Sonic The Hedgehog* mould, more of a mid-paced tactical outing. Its occasionally claustrophobic layout forces you to think about what you're doing, and it certainly doesn't lack depth. We'd be exaggerating if we said it's the best platformer on the Amiga, but if you're into cutesy, colourful console-style action you won't be disappointed.



CJ IN THE USA

There's nothing like a good old cutesy platform romp, is there? *CJ In The USA* is so cute you'll puke, but it doesn't play as well as its predecessor, *Elephant Antics*.

Those familiar with *CJ's* last romp will find no surprises here — it's virtually the same game! The same through-the-trunk bullet blasting, same collect-and-chuck bomb lobbing, same everything, but with one important difference — it's not as good! So what went wrong? The movement controls are a little wonky, the collision detection's somewhat erratic, and the overall layout's not as exciting. Even so it's not a disaster — if you've finished *Elephant Antics* and are hungry for more, you could do worse than check this out.



MAGICLAND DIZZY

When Codies' ovoid wonder first appeared on the Spectrum it was heralded as one of the most original games ever. Since then it's spawned countless sequels, each an advance on (though not particularly different from) the last. *Magicland Dizzy* is simply more of the same, a cutesy arcade-adventure-cum-platform-romp through the magical world of the Yolk Folk.

The problems and character interaction are a definite improvement on its predecessors, and the graphics — well you can't go far wrong with Dizzy, can you? *Magicland's* a blindingly addictive game which arcade adventurers everywhere will love to bits — if you've never played a *Dizzy* game, give it a go. If you have, you'll know what to expect...

first, but soon become instinctive. Full marks to System 3 for including a training screen!

Putty boasts a tactical depth never before seen in a platformer, and it's brilliantly executed too — no fiddling around with endless menus and no *Rick Dangerous*-style unfair deaths either! You'll spend ages picking out the best way to get to the exit, how to get rid of this baddie, how to get round that problem, etc. For example, at one point you come across two mortar-firing doobies who cry 'incomiiiiing' and fire a rocket at you on sight. By jumping between them at just the right time you can con them into blasting each other. A few screens earlier there's a Terminator Carrot ('Uzi nine centi-meteeeeer') — keep in front of him but out of the firing line and the recoil from his gun sends him crashing over the edge of the platform. It's little touches like this that put *Putty* in a class of its own.

It's difficult to describe just how good *Putty* is. The graphics are unbelievable, speech samples excellent, gameplay a dream, and the main character could easily become a cult figure. The inclusion of level codes would've been a boon, but that's about the only flaw. Short, tight stages with well-defined goals make it a spawny rip-snorter no Amiga owner should be without!

ROBIN HOOD — THE LEGEND QUEST

Aha, a controversial one! *Robin Hood — The Legend Quest's* never before been released, but opinion's divided as to its merits. Half the team think it's a pile of tosh, the other half quite like it.

It's not difficult to see where the inspiration for *Robin Hood* came from. A blatant *Gods* clone, you must guide ol' Robin through a suspiciously familiar-looking castle, collecting treasure as you go. To make progress you'll need to collect a few keys — very useful for opening doors! Look out for the Sheriff of Nottingham's nasties as well.

Robin Hood has all the trappings of a good game, but loses a lot in the execution department. The main sprite walks like he's filled his underwear, and his legs bend like the rubber pencils you get from joke shops. Worst of all, the scrolling's a pain in the eyes — it's smooth enough but all that garish brickwork's a bit sickening.

So there we have it. Forty quid's worth of games for a mere £25. There's something for everyone here, and no outstanding turkey. *Robin Hood — Legend Quest* and *CJ In The USA* aren't as good as their stablemates, but are far from being duds. *Super All-Stars* is well worth checking out.



Y vertically scrolling platformer! Each of six levels is graphically very different, comprising three separate stages. Though not huge (about sixscreens high), these are superbly detailed and packed with some of the neatest touches ever seen on the Amiga.

To complete each stage you must take up to five robots to the exit, represented by either a spaceship or lift. Standing in your way are some of the wildest baddies ever seen, all of which deplete your pliability, which is effectively an energy bar. This is restored by absorbing anything organic, including fallen foes.

As *Putty's* an amorphous blob, he can bounce like a squash ball, stretch across platforms, mould himself into a fist and punch, or flatten out to absorb enemies or robots. If he's really desperate he can blow himself up — it costs 25% of his energy, but destroys everything on screen. Best of all he can take on the attributes of certain foes after absorbing them, eg to get rid of the light bulbs he must turn into an electric worm and give 'em an overload. All functions are achieved through the joystick, so controls are complicated at



BUDGET

BUDGET BARGAIN

Hands up everyone who gets £40-a-week pocket money... not many of you, are there? Those of us who aren't spoilt rotten depend a lot on budget outings for our gaming. So it's a good job there's more and more top-notch cut-price releases arriving every month!



SWIV

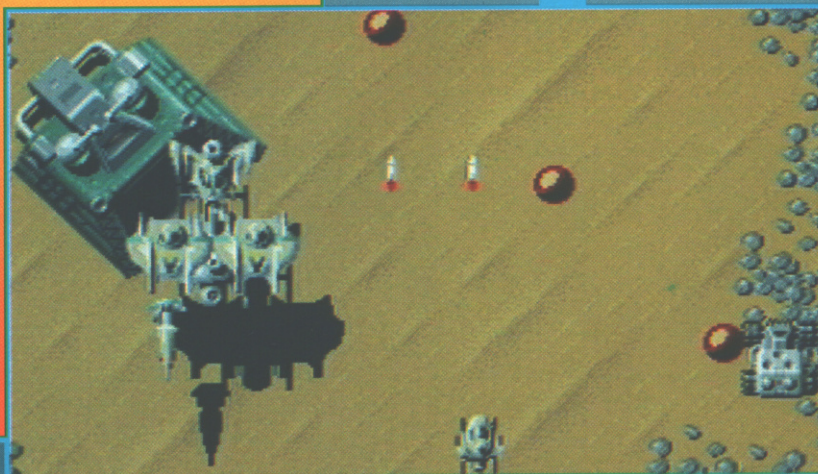
Kixx, £7.99 (Rerelease)

Is this the best vertically scrolling shoot-'em-up ever? Fast, playable, exciting... if there's a blaster to beat SWIV, we've yet to see it!

When first released the title was often taken to mean *Silk Worm IV*. Although the programmers denied it was a sequel, the similarities are obvious — both feature one- or two-player action, one warrior taking a helicopter, the other a jeep. Both have you blasting through umpteen tons of high-tech gadgetry, collecting power-ups. But that's where the similarities end. Where *Silkworm* was a side-on-view horizontal scroller, *SWIV* takes a vertical overhead perspective, giving the jeep far more room to manoeuvre (in *Silkworm* it could only hug the ground, jump and die a lot). This makes it much better as a two-player outing.

SWIV plays like a dream. The baddies move at a fair rate but the scroll itself is slow, so you won't have them zipping off the screen (or worse still, into you) before you've had time to blink. Enemies come in all shapes and sizes and have vastly differing methods of attack, though they all fit in with the flavour of the game. The graphic artist's done a super job, creating a real militaristic atmosphere, and best of all it's in one long level which loads while you're playing. No popping out for a cuppa during accessing here!

A mega-stonking rip-snorter that didn't disappoint at full price. At £7.99 it's a steal!



NINJA

LAST NINJA 3

Kixx, £7.99 (Rerelease)

That's the thing about System 3's *Last Ninja* series — you either like them or you don't. Fans of the 3-D-isometric-perspective-arcade-adventure-cum-beat-'em-up genre will turn cartwheels over this, but despite much-improved execution and playability it won't win over any detractors.

Taking on board complaints about the earlier games in the series, *Last Ninja 3* features far more convoluted problems: the size of the game screen has been reduced, giving more room for the control panel. Object manipulation is made vastly more complex — the previous *Ninja* games suffered from an appalling lack of depth in this department, and rarely expected you to use more than one item in solving a problem. The screen update is far quicker too.

With all this improvement going on, you'd think they'd do something about the control system. The other *Ninja* outings were cursed by some of the worst joystick controls ever seen on the Amiga — it was hell trying to get your man to do what you intended! While *Ninja 3* is undeniably an improvement, it's still far too easy to hobble off a cliff when trying to boot a baddie.

All things considered, *Last Ninja 3* is a fine game. The improved object manipulation gives the game real depth, and the problems are trickier (if a little obscure). Okay, the controls still suck but we can't have everything. If you're a fan of the earlier *Ninja* games or maybe disappointed by their lack of depth, *Ninja 3* is an essential purchase.

■ System 3's chop sockey beat-'em-up arrives on the Amiga at a budget price. Hi-yah!

■ These screen-shots just can't do justice to the lavish backdrops... or ace animation.

■ An awesome end-of-game hi-score screen (left) goes a long way towards compensating the player for an untimely demise. And this big beggar (below) is just the kind of chap to bring about such a sudden death...

■ With a simultaneous two-player option, a plethora of evil enemies to annihilate and some of the most ear-numbing sound effects ever heard on an Amiga, *Swiv* is a shoot-'em-up to be reckoned with. Easy it ain't, but that's not any kind of handicap — providing you're up to the challenge!

BUDGET

BUDGET BARGAINS

■ He's big, he's bad, he's a bit of a lad – he doesn't half look a nana in that get-up, though. Ooh, we can be soooo cruel!

CodeMasters, £7.99 (Original)

Captain Dynamo isn't your usual superhero. He's got the tacky monicker, the superpowers and (most important of all) the multicoloured tights, but... he's a geriatric! Pulled out of retirement at an age when most get fat and talk about the good old days, Dynamo must save the world (again) from the evil diamond thief and retired scientist Austen Von Flyswatter.

A perilous platform spectacular, *Captain Dynamo*'s a cross between *Rick Dangerous* and *Rainbow Islands*. Starting at the foot of each level, you'll need all your wits about you to reach the exit at the top, collecting gems as you go.

How do you time your leaps between laser blasts? Where should you land when you've done it? What do you do on the lifts? Each level presents a new set of challenges such as moving platforms, rotating buzz-saws, pulleys... all the thrills and spills of a top platformer! Its forgiving (not pixel-perfect) leaps don't make life easy, they just mean when you die you've only yourself to blame (which is exactly how it should be).

As well as great gameplay, *Dynamo* also boasts superb graphics and animation. The sound leaves a lot to be desired: an ill-fitting tune and no effects at all. A password system wouldn't have gone amiss either, but don't let all this put you off — at eight quid it's a bargain!

CAPTAIN DYNAMO



■ Put your hands together please, for the wrinkliest super-hero to ever don a pair of tights. Okay, so he's a bit of a fossil, but he can sure move!





■ There are no flies on this guy – well, with a pair of jocks like that there'd be little point, would there? Pick up the treasure as you go, and try not to trip over your wellies!



■ Our lad in the snazzy knickers is running rings round the opposition (above), although those green hoops only appear after you've lost a life.



SAVAGE

Kixx, £7.99, (Rerelease)

In days of old when heroes wore loin cloths and carried huge axes, lived one of the 'ardest Barbarians around. Savage loves nothing better than whistling his axe through the air and eviscerating his enemies. And it would seem he has good reason to be peeved: being locked in a castle dungeon with only rats for company doesn't do much for anyone's temper. To add insult to injury his sweetheart's been kidnapped, and is even now being held somewhere in the castle.

Not knowing this, Savage makes a break for freedom. This entails a huge battle against the castle's demons in a horizontally scrolling shoot-'em-up. As he stomps along, the dungeon denizens attack without mercy. Savage is initially in possession of magical axes, but destroyed creatures leave behind jewels and more powerful weapons.

After displaying gymnastic abilities over flaming and seemingly bottomless pits, Savage reaches the guardians of the dungeon door. Once past he finds himself in Death Valley, a vertically scrolling section where vicious skulls, ghosts and monoliths attack. This section's viewed in a 3-D first-person perspective, so get ready for a phrrt-inducing time.

At the end of the level, Savage discovers what we've known all along. His girlie's being held in the castle he just left, so there's nowt for it but to return to the castle! This time he manages to go around Death Valley, and very soon the walls of the castle loom.

Savage's only hope of seeing his sweetheart again lies with his pet eagle. This he sends into the castle to destroy the last of the demon hordes, and then pick up their special powers. You control the eagle, via Savage's psychic link with the bird. The feathered fiend cheerfully dispatches the surviving evil creatures with venomous spit. It then only remains to rescue the girl of Savage's dreams. A shoot-'em-up in the classic mould, *Savage* is tough but well worth the measly eight-quid price tag.

BUDGET BARGAINS

SUPER MONACO GP

Kixx, £7.99 (Rerelease)

Whadayaknow? Ol' Nige has won the world championship, and budget labels everywhere are cashing in by rereleasing their old racers at cheapo prices! US Gold's conversion of Sega's *Super Monaco GP* isn't the best driver on the Amiga, but at budget prices it's not a rip-off.

Super Monaco GP features an excellent choice of gear controls — beginners can opt for an automatic, progressing to a four-gear model and finally there's a seven-gear super car for the really flash. Well it's excellent in theory anyway. In practice it's far too forgiving — you can spend far too long in top gear, using the brakes to slow down and accelerating with impunity.

The graphics are a bit hit-and-miss too. The cars are pretty enough and the sprite-based 3-D gives a real feeling of speed, but a few liberties have been taken with the backgrounds — since when were F1 circuits surrounded by high-rise office blocks? And as for the sound... pass the ear plugs!

Complaints aside, *Super Monaco GP* is still a very playable game. It's fast, exciting, and if you turn the sound off and ignore the backgrounds it's not bad at all. Not the best racer on the Amiga, but a fair game in its own right. Don't expect miracles and you won't be disappointed.

■ Even tunnel-vision is catered for in *Super Monaco GP*, watch out for those walls now, won't you. Unlike other racers, crashing into track-side objects is fatal.



■ Come on Flimbo, get a move on son. Time is of the essence in this System 3 blast from the past. Age hasn't had too bad an effect on this platform collect-'em-up, though, it still remains a good romp...

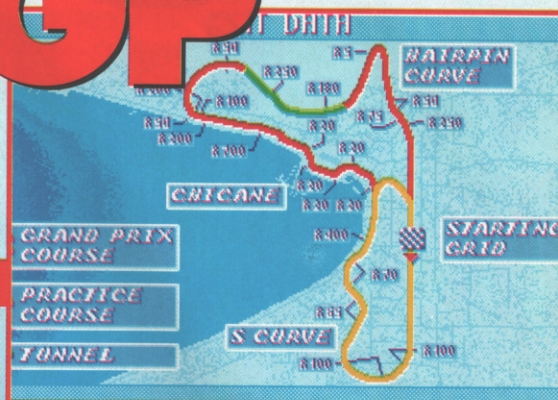


MONACO GP

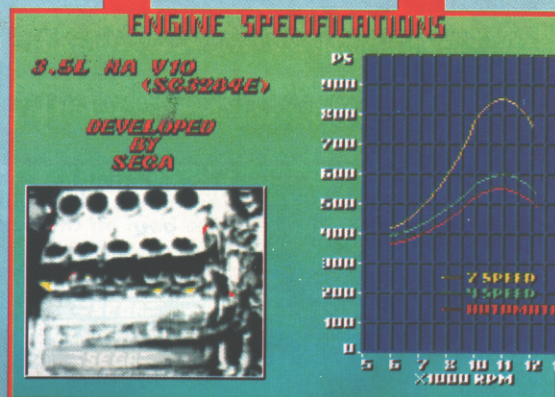
BUDGET



■ Eyes right, er, we mean left – oh dear, wall to wall women! But with bikini-clad beauties as lovely as these, failing to qualify isn't such a let down at least...



■ Above and below: Comprehensive options and data screens keep arm-chair racers informed as to what is going on. Study the maps, learn where the bends are and step on it!



FLIMBO'S QUEST

Kixx, £7.99 (Rerelease)

Why do the villains in computer games possess such silly names? The arch enemy in *Flimbo's Quest* is no exception: Dr Franz Dandruff is in big trouble due to a failed immortality experiment. He's ageing rapidly, and will soon die if he doesn't do something fast. To this end he's kidnapped a young girl called Pearly, and plans to use her 'bodily sustaining juices' to return him to normal. But help is at hand in the guise of Pearly's boyfriend Flimbo.

But Dandruff hasn't been voted 'Megalomaniac Most Likely To Trample Everyone Else Into The Dirt' seven years running for nothing. Dandruff sets his army of mutated creatures loose to bite and sting Flimbo, depleting his lives (he starts with three).

But Flimbo's in possession of a gun, so he can cheerfully blast the little blighters' kneecaps off.

As he leaps around the horizontally scrolling, platform-filled levels, Flimbo collects coins to spend on weapon improvements and potions in the centrally located shop. This is also where he brings the parchments needed to reach the next level. Dropped by some baddies on their demise, each contains a letter of a computer code. Seven code words need to be discovered and fed into Dandruff's machine. Otherwise Pearly'll never speak to Flimbo again, come to think of it she'll never speak to anyone again.

Platform games are always popular, and *Flimbo's Quest*'s no exception. The original £25 price tag was a tad over the top, but on budget the game's a snip.



PLAYING TIPS

Gobliiins



One of the weirdest, wackiest and most wonderful games ever released for the Amiga features a trio of troublesome Goblins. On a mission to save their beloved king from an evil curse, the cheerful chappies must negotiate a plethora of puzzles while conserving as much of their precious energy as possible. A tough game (to say the least!), here's an annotated solution to get you through the early stages...

THE CAST



OUPS:

Picks up and uses objects - but can only carry one at a time...



ASGARD:

Not only can he climb, he also packs a mighty punch - a handy guy to have around!



IGNATIUS:

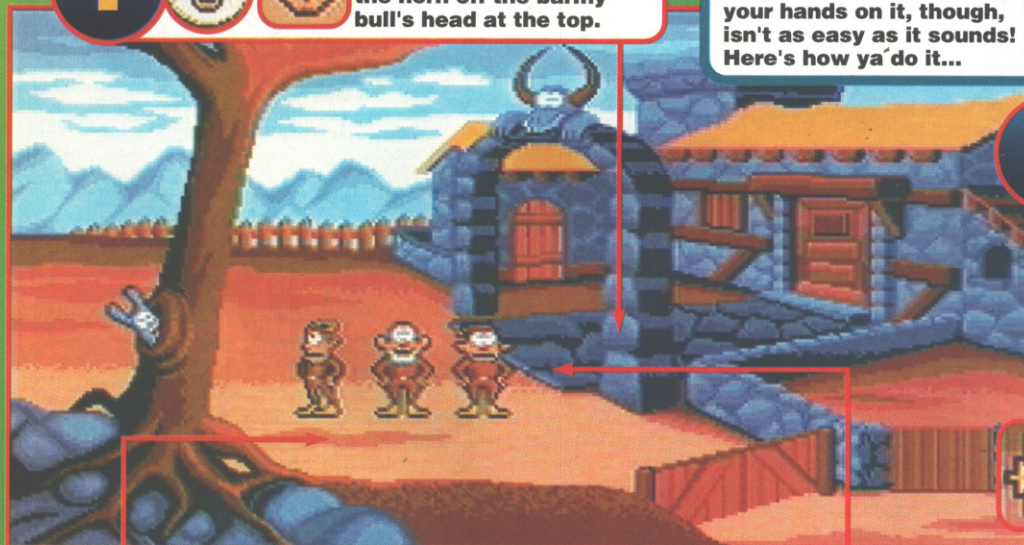
Wacky wizard with a spell up his sleeve - magic!

1



Make Asgard punch the arch here - this will knock the horn off the barmy bull's head at the top.

SCREEN ONE: The object here is simple - find a pickaxe to progress to Screen Two. Getting your hands on it, though, isn't as easy as it sounds! Here's how ya' do it...



4



Finally, send Oups to grab the pickaxe and then proceed to Screen Two by clicking on the 'GO' icon.



3



...which Ignatius can then turn into a pickaxe by casting a spell on it!



2



Oups can now pick up the horn and blow it! The noise will make a branch fall from the tree...

PLEASE WAIT



After a short wait(er?) the party arrives on **SCREEN TWO** - an apple tree, a broken bridge and a diamond mine. Hmm, this should prove entertaining...

PLAYING TIPS

1



To get the ball rolling here, Ignatius needs to cast spells on the second and last apples from the left. This will double their size...

2



After the wiz has done his biz and enlarged the apples, Asgard can punch 'em outta the tree so's Oups can pick 'em up...



3



Now send Oups to collect the apples - you'll notice he drops the pickaxe in order to do this, but don't worry. Carry the apples to the gap in the bridge and drop 'em in. Hey presto, you've just bridged the gap!



4



Go back and get the pickaxe, cross the bridge and smack the diamond out of the cave using the fist icon - careful positioning is required if you want to avoid an avalanche! Now pick up the gem and Screen Three will follow...



SCREEN THREE: Now you've got the diamond you'll find yourself back at the magician's house (Screen One).

Simply walk Oups to the front door and have him use the diamond - try anything else and you'll receive a cool reception!



ICONS



ARROW: Used by all three characters to move around screen, also enables the player to switch between characters.



FIST: Allows each character to access their special functions - makes Oups use his current object, Asgard punch and Ignatius cast his spell.



HAND: Only available to Oups - allows him to pick up and drop items.

PLAYING TIPS

SCREEN FOUR: Inside the magician's house, and all you've got to do is give him the diamond. Easy? Not on your life!

3



Zzap! Ignatius must cast a spell on the left-hand plant.

6



The way is now clear for Oups to

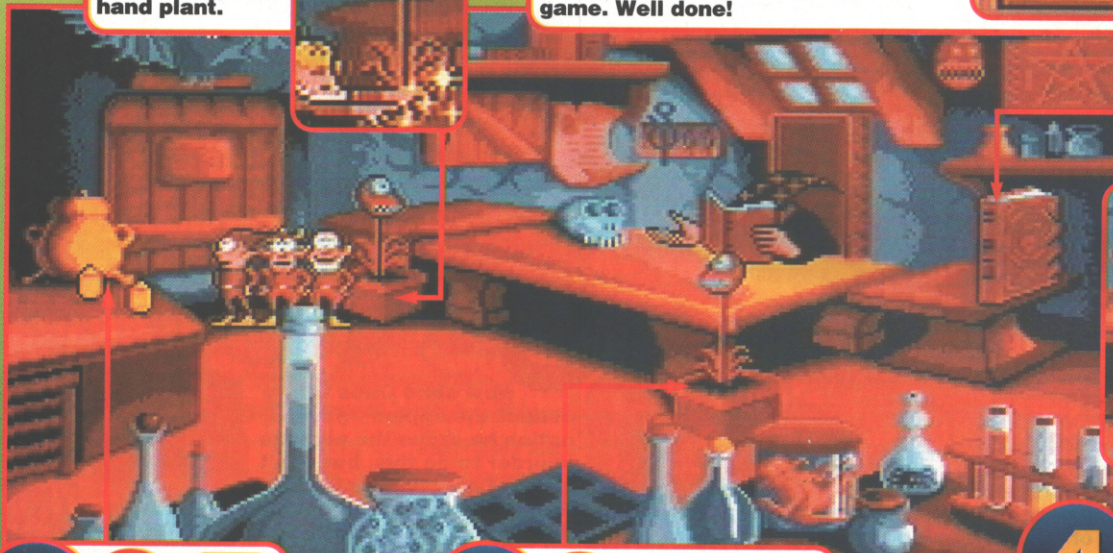
collect the diamond (he'll have dropped it to pick up the jar), and take it to the magician by climbing up the book cover. Drop the gem into his hand and you'll have completed the first stage of the game. Well done!



5



Punch the book off the little table.



1



Forget the jar on the right (it's a whole different can of worms!), but get the left-hand jar and take it to the plant on the right of the magician's desk...



2



...then open the jar to release a fly. Gulp! As the plant munches away switch control to Ignatius.



4



Once the Wizard's work's been done, Asgard can climb the stem to reach the desk top. Now walk him over to the large book on the far right.



Well! The wizard had asked us to bring back from the depths of the Earth, Ainhain's Mushroom, Anghnide's Elixir, and the Bald Plant, in order to cure a King!



PHEW! IF YOU THOUGHT THAT WAS TRICKY, DICKIE, YOU AIN'T SEEN NOTHIN' YET. WAIT TILL YOU SEE WHAT'S COMING! TUNE-IN AGAIN TO THIS CHANNEL NEXT ISSUE FOR MORE GREAT GOBLIIN TIPS...

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ELF

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THE CRITTERS



BALL ON LEGS — These dozy dudes do little else but jump up and down, but they'll certainly deplete the ol' energy level if barged into. Best avoided.



BALL SHAPED CREATURE — These wander along the platforms and cause heavy damage if they hit you.



FLYING CRITTERS CARRYING PLATFORMS — These harmless creatures are very useful. They lift platforms which allow Cornelius to reach otherwise inaccessible parts of the screen.



FLYING LIZARD — Not many lizards can fly, but with the whirly blades on his back this cold blooded reptile is fighter pilot material.



GREEN ORC — If you've read the classic tale 'Lord Of The Rings', these green skinned monsters will be familiar. They're as vicious as their famous cousins.

5

TAKE



Jump onto platform and grab the chicken.

3



Give the feather to the Indian, he'll trade it for a sheet of old newspaper.

GIVE



1

Drop off ledge and grab birdseed.

Use platform to get back to the ledge.

TAKE





GREEN BUG — Small, fast-moving and deadly, make sure you remember the bug spray.



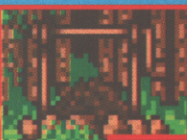
VERY PAINFUL SPIKES — These rise from the ground and perforate your posterior.



FIRE BREATHING DRAGON — It's barbecued Elf time

when this big baddie is around. So lock and load, then shoot to kill.

6



GREEN CHEST —

This contains a useful potion, shoot it and collect the bottle when it disintegrates.

USE



USE



Go to the spit and use the matches, the fire will be lit and it only remains for you to use the chicken (which roasts on the spit).

4



GIVE



Hand the bloke on the

bog the newspaper, he'll give you some matches for it.



FREEZE POTION — Freezes Cornelius, NOT the monsters. Don't drink!



HEALTH POTION — Restores energy lost in combat. Worth fighting for!



ONE UP POTION — An extra life is yours when you shoot this chest.



HEALTH POTION — This also restores energy lost in combat.



AUTOFIRE POTION — Rapid shots will be yours to aim. Very neat!



PETS — These come in several guises and are used, along with plants, to purchase goods in the shop.



BIRDSEED — Given to the bird in exchange for a feather.



CHICKEN — Cooked and used to bribe the Oriental guy.

2

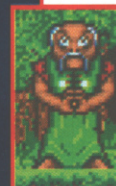


Give the bird seed to the feathered fiend, who'll exchange it for a feather.

GIVE



7

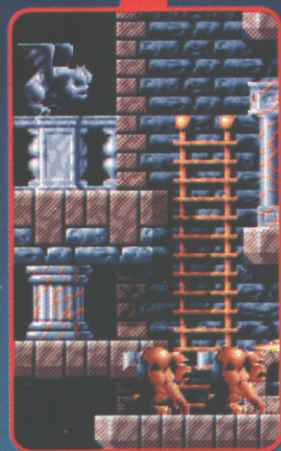
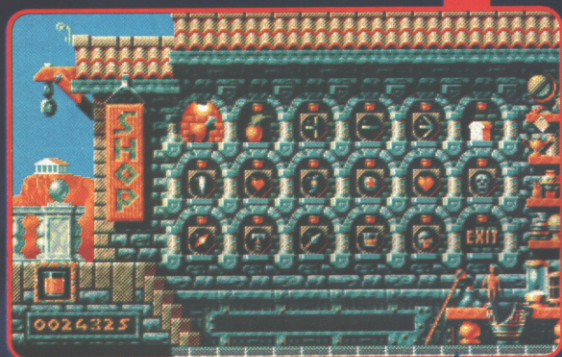


Finally, you must bribe this Oriental geezer with the cooked chicken, then he'll let you through to the second section of the game.

BRIBE



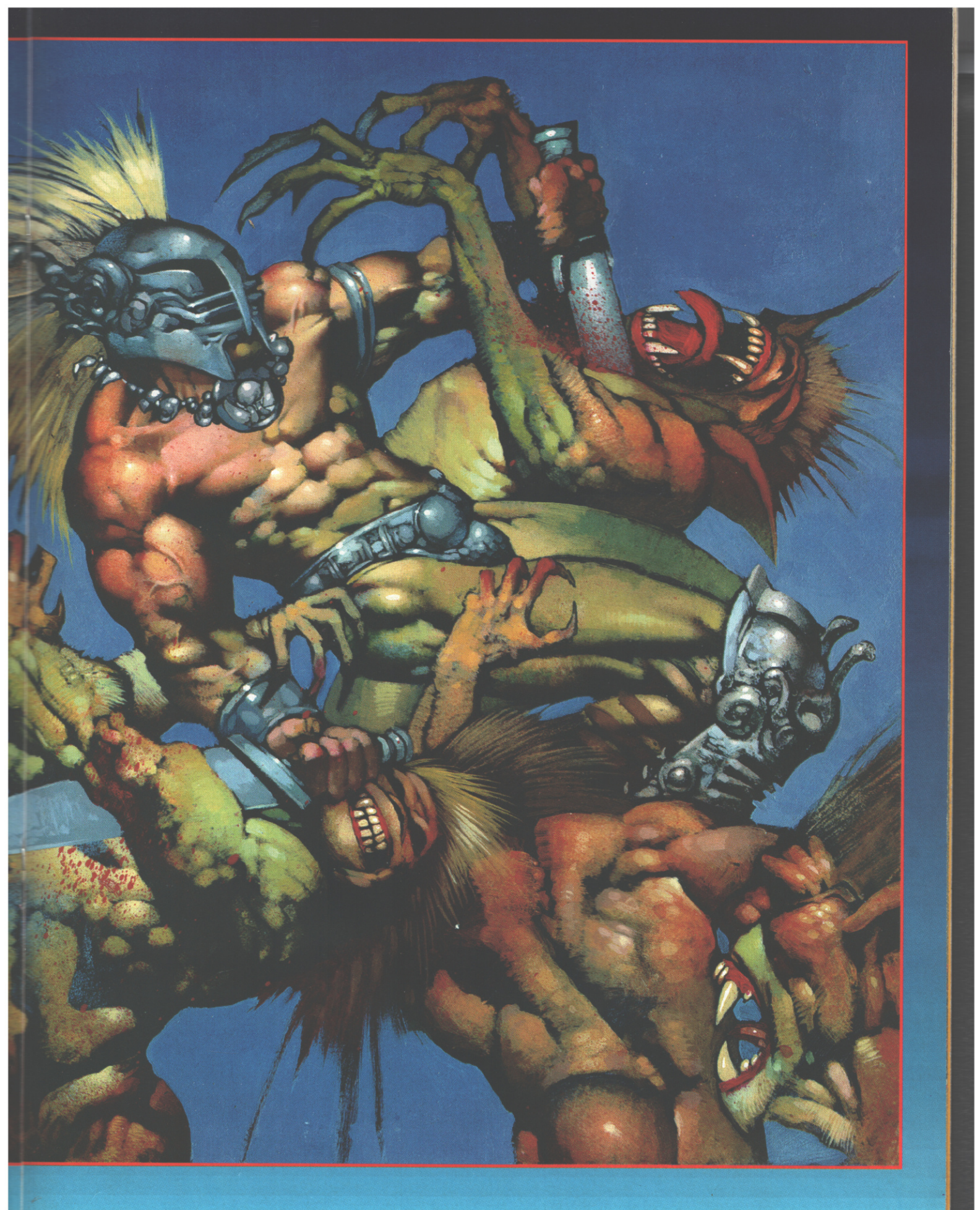
amiga FORCE



G O D S

THE BITMAP BROTHERS

BISLEY90 ©



PLAYING TIPS

THE SHOP

There're sixteen different goodies for sale, if you possess the correct amount of pets and plants you can choose any one of the following...



HERO SPELL — This gives Cornelius invulnerability to enemy fire.



SHOT SPEED LEVEL ONE — Cornelius's shot speed is faster than the A-Force crew with a dose of diarrhoea.



SHOT SPEED LEVEL TWO — We're in psycho mode here matey, the energy bolts leave Cornelius's hands thick and fast.



FORCEFIELD — This useful icon allows you to absorb the impact of enemy fire.



THREE WAY FIRING — For the real extroverts among you.



EXTRA LIFE — Another Elf is yours to command.



SMALL HEART — This one replenishes part of Cornelius's energy bar



BOMBS — Gouge huge craters in the ground with these very powerful explosives. Guy Fawkes eat yer heart out.



UP AND ACROSS FIRING — Amaze your friends with this neat party trick.



DOWN AND ACROSS FIRING — This is rather fun too, it certainly gives the attackers something to think about before they croak!



FLYING CONTRAPTION — Now Cornelius can fly through the air with the greatest of ease.

4



GIVE

Give the wizard the apple seed and the spell book, he'll then lob an apple your way. Don't eat it!



3

TAKE



This blunt axe has

no relevance here, but it's essential for the next section... so hold on to it!

2

TAKE



Make sure you collect this tiny apple seed to give to the wizard.



WOLF SPELL — Allows ol' big ears to tumble from PHRRT! inducing heights, and survive!



ADVICE — Are you lost, or just plain stupid? This option'll set you on the right track.



CHAIN MAIL — This makes Cornelius worth a small fortune to scrap metal dealers, it also protects him from bullets.



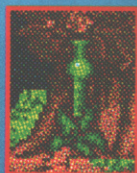
ANTIFREEZE — This is needed on the Ice World to defrost a frozen character.



BIG HEART — Full energy is restored to the man with the incredibly large ears.

A PLANT FOR ALL OCCASIONS

These (along with pets) are essential for purchasing goods, there're eight in all:



Stinking Toadflax



Dripping Marshdrake



Spiney Nutwert



Brown Horse Floot



Purple Berry Grump



Whispering Blubglove



Oozing Shumroom



Snapping Pitcher

1

SHOOT



Shoot this flapping volume to receive the wizards spellbook.

5

GIVE



Give the not so unfriendly guard the apple to get to the next section.

PLAYING TIPS

2

Got an axe to grind? Give it to this guy along with the gold, then he'll sharpen the axe for you. Now take it to the lumberjack. Okay?

GIVE



5

Give the old Granny the teeth and she'll hand over a clothes peg.

GIVE



4

ATTACK

Attack the Rock Monster using the spell, and while he's still stunned steal his choppers.



1

TAKE



First off, collect the bag of gold.

COLLECTABLE

BAG OF GOLD — This is used to pay the axe grinder for sharpening your blunt axe.



MAGIC MUSHROOM — These bestow bonus points when Cornelius pauses to pick them up.



BLUE FLOWER THING — Another bonus item to bring joy and happiness to our pointy-eared pal. Now that's flower-power!



3

GIVE

Give this lumberjack chappie the now sharpened axe, he'll then replace it with a badly written spell.



THE CRITTERS

LADYBIRD — These small unobtrusive creatures might not look much like a threat, but tread on one and you'll soon know about it.



A RABBIT — These creatures are completely harmless, shoot 'em and you're a mean swine who should be ashamed of yourself.



WITCH — Hubble, bubble, toil and trouble, you'll wind up with a fireball up the jacksie unless you move a bit sharpish.



SPIKES — Unless of' Vulcan ears has a cast iron botty, landing on these spiky poles will hurt.



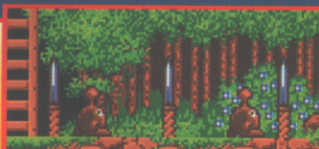
ARAB ON FLYING CARPET — Shades of the 'Arabian Nights' here with this master of mystic magic.



PLACARD CREATURES — Completely harmless, they carry a placard that converts into points when Cornelius walks into them. Depending on the number on the placard, ol' big ears is awarded that times one thousand (in other words, 2x = 2000 points).



DRAGON HEAD — These rise out of the ground without warning and breathe lethal fire.



PILE OF RUBBLE — It's annoying when Cornelius is being attacked and his back's against this immovable object. Some is shootable, though...



ZOMBIE — From the depths of the earth come these nasty green creatures. George Romero would be proud of these Elf-hating ghouls.



CLAW HEAD — These creatures are as dangerous as they look. If they see Cornelius they attack on sight.

If you're a complete plank, these handy signposts direct Cornelius to a point where a creature's waiting to round off his pointy ears.



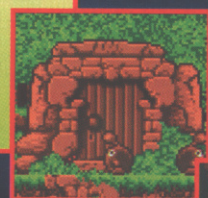
BONUS ITEMS

6



JEWEL — These are a girls best friend, they're also another bonus item. Maybe Cornelius could give a couple of these to his girlfriend when he finds her.

SHOP — When Cornelius has collected sufficient pets and plants, entering this portal will take him into the shop. There're plenty of goods on offer, and many at a bargain price.



USE



This guy really stinks, and thus is impossible to pass. Use the clothes peg to solve this pongy problem.

7



The end-of-level guardian, and he's bad news. He bounces across the screen, spewing out bullets as he goes. Cornelius should be in possession of three way shot, and level two shot speed for the best chance of survival. Dodge the bouncing arachnid, blasting the crud outta him all the while.

PLAYING TIPS

Lemmings

LIFELINE

Not all Lemmings are suicidal suckers — this lady ain't for leaping! She's SUE E SIDE, and she's here to help you...

Depressed? Lonely? Suicidal? Phone the Samaritans! If you're stuck on a level of Lemmings though, write to: **SUE E SIDE**, Amiga Force, Europress Impact, Ludlow, Shropshire SY8 1JW. We'll need to know which game you're playing (the original Lemmings or the sequel), the level you're on (Tame, Crazy, etc), the screen title and access code. Requests for full solutions will be ignored.

1



Turn a leftward-bound lemming into a **CLIMBER**, changing him into a **VERTICAL DIGGER** as he reaches the top of the brickwork. The other lemmings are too high to fall, so make sure you leave some brickwork to the right...

2



Now your Lemming is on the ground, make him a **BRIDGE BUILDER** in a dip close to the Sanctuary.

He'll then lay one brick and, as he's in a trough and can't build upwards, he'll turn around.

3



When the Lemming is on the fourth peak from the sanctuary heading right, build a bridge. Keep replenishing his brick supply until he hits his head on the short length of brickwork below the platform.



4



He'll turn round and

come down again. About two thirds of the way down build another bridge — two lots of bricks are sufficient. He'll then walk off the end and head for home.

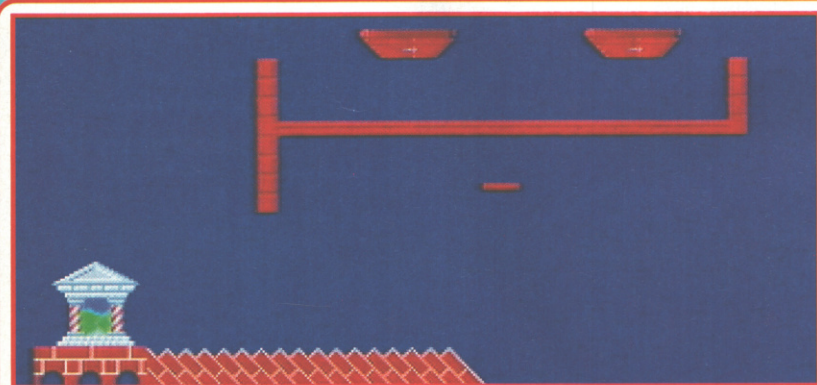
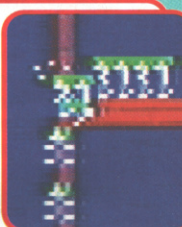


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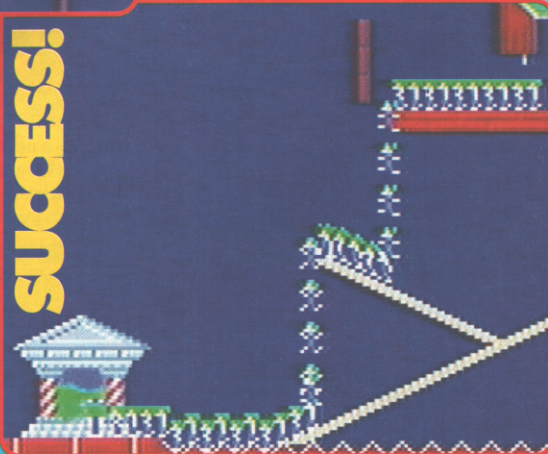


Release the rest of the Lemmings

by selecting **VERTICAL DIGGER**, and place the cursor as far to the left as possible. Hit the left mouse button and send our blue-suited buddies plunging to the ground, all heading left. If you've done it correctly, the bridges will break their fall and they'll all head for home!



The blank canvas, so to speak, innocent enough you may think — but first impressions can be deceptive...



success!

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PLAYING TIPS

LEVEL ONE

Watch out, your drone won't protect you against these huge fireballs. There are a couple of ways to deal with the creeps that fire them: either send the drone into them (hit the space bar), or keep moving up and down, using your beam weapon.

By now you should be heavily armed with drone and lasers, so the big jetpackers are no problem.

These fellas can be dealt with by sending your drone out in front, or just keeping it attached to the nose of your ship and ramming them. Trouble is, die soon after and you restart here without your drone. In this case, use rapid fire and watch their bullets.

This big guy looks tough but he's a piece of cake to kill. Just position your ship level with his mouth, send in the drone and move to the top, just left of the eyeball to avoid his fire.

These weird alien 'plants' spout pods which, if not shot, quickly develop into firing nasties. No problem if you're fully armed.

The least powerful of the lasers, you normally only get these when you've picked up a red power-up after dying and losing all your weaponry.

This speed-up makes your ship move quicker and speeds up activation of your beam weapon.

Pick up this orb and it floats just above your ship — just the job for knocking out gun turrets.

You're likely to be heavily armed by the time you get these missiles, but they home in on enemies so can be useful. Worth going for...

Old classics never die, they just get rereleased. R-Type is still one of the best shoot-'em-ups around, so get blasting with these red-hot tips!

50

AF ■ AUTUMN 1992 ■ ISSUE ONE

PLAYING TIPS

Use rapid single-shot fire to kill the red ships, as they seldom line up — unlike the yellow ones which can be despatched by holding down fire to activate the beam weapon.



Shoot this to reveal a power-up — collect it and your helpful drone comes to join you.



If you've lost your drone, this section is very tricky. Shoot the first power-up ship, collect the speed-up and zip past the missile launcher. The second power-up gives you the drone, so you should then be okay.

Shoot this power-up ship to collect missiles.

There are two possible techniques here: use your drone (in front or attached to your ship) to hit the vulnerable segment, or use the beam weapon. Either way, use the drone to deflect bullets.

If you have the orb, use it to smash into these guns. If you haven't, then some delicate aerial manoeuvres are in order!

These revolting geezers pop out of the scenery, top and bottom, without warning. They take a few shots to kill, but you can eliminate two simultaneously with the beam.

Place your ship to the left of the baddie, just above the level of its top, and send in your drone. Move down to the bottom left (where you're safe from the worm), press space again to lodge your drone at the top of the baddie and keep blasting to knock out the vulnerable blue 'eye'.

You can't destroy this wriggly worm, but gain extra points from shooting his segments. After making an expedition leftwards he returns to the big end-of-level baddie.

The top icon gives you the R-Type drone (below) which absorbs bullets, fires and can be attached to the front or back of your ship.



Diagonal lasers are great for getting at baddies hiding in nooks and crannies. They even bounce off walls, so with clever aiming you can even do ricochet shots.

We reckon these yellow things are meant to be fireballs — whatever they are, they're very useful as they follow the contours of the landscape.



This is the business! The most powerful laser annihilate even the biggest baddies with very few shots. Go for it!



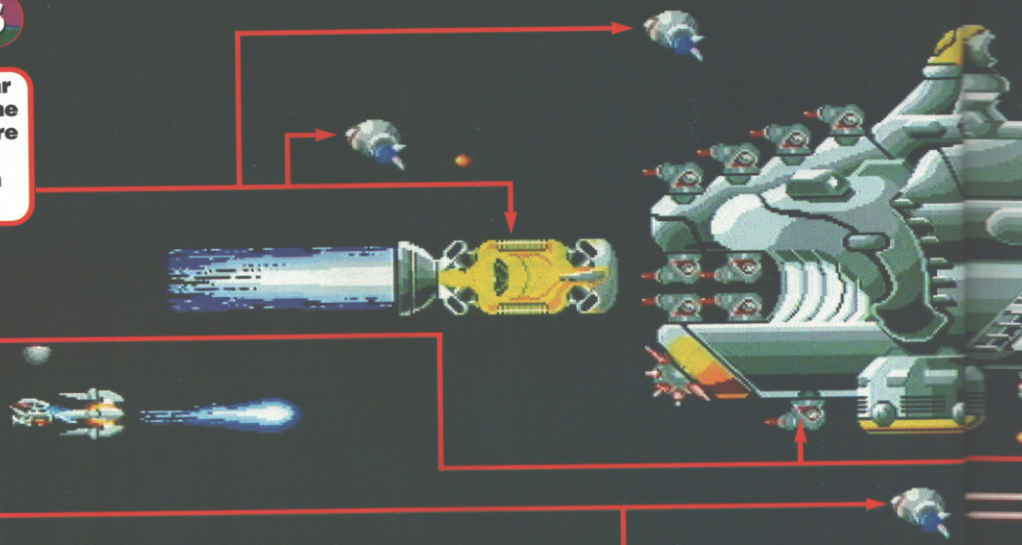
PLAYING TIPS

LEVEL THREE

Aim rapid fire to just clear the top of the rocket flame and hit its source. If you're unarmed, these two power-ups will give you a drone and fireballs.

Ram your drone into this gun, then move down to avoid the laser fire and use fireballs to eliminate the second gun.

Shoot the power-up to collect high-powered lasers. Use these to make mincemeat of the four rockets and detaching ship section.



Use the beam weapon (hold down fire) to kill this and clear a path to zip past the missile launcher.

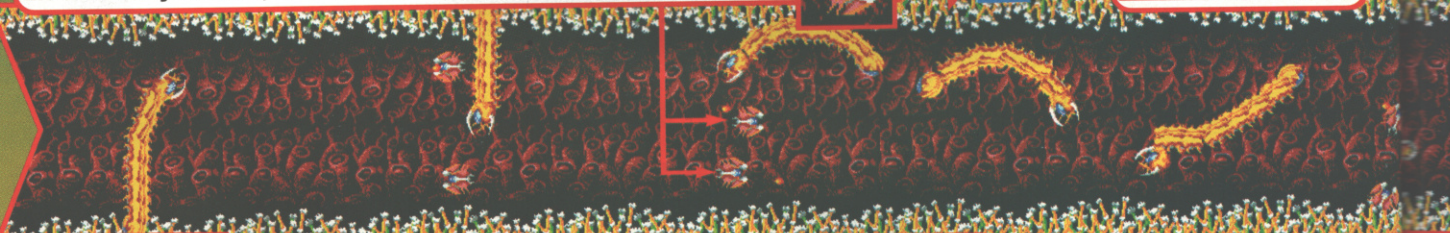
The first power-up gives you your drone, so hit it as soon as possible to knock out the missile launcher. The other is a speed-up.



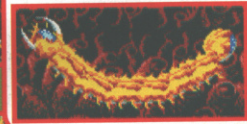
Clear away any remaining green stuff to allow maximum manoeuvrability. The big baddie splits into three sections then reassembles before splitting up again. When he splits, go to a safe area of the screen and send in the drone.



These aliens home in on you, usually creeping up from behind. Either put the drone on your back, or manoeuvre around and behind the baddies.



Use the beam weapon to kill these, but watch out for their segments which spin towards you.



These laser-firing aliens require two beam-weapon shots to destroy. As you've little hope of killing them all, try to just clear a path through.



PLAYING TIPS

After destroying all the top guns, send your drone in and quickly move right round the ship, pressing space when you're just to the left of the alcove. Your drone should lodge in the heart of the ship. Move your ship into the alcove and fire like there's no tomorrow. If you blow it... there won't be!

Wait for the three guns to fire then smash your rear-attached drone into them. Use the same technique on the top guns.

Stay in this alcove when the ship scrolls down, then blast the three guns, shoot the power-up for diagonal lasers, and quickly manoeuvre the drone to attach to your ship's rear.

The easiest route through the green stuff is down the bottom. Blast through with your beam weapon — it's best to keep your drone behind to deal with the nasties that follow you.

Attach the drone to your rear to deal with these baddies which come at you from the left. Collect the power-up for lasers.

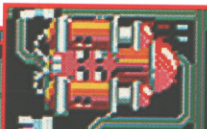
This is where it starts getting tricky! Use your beam weapon to knock out loads of baddies simultaneously.

Use the beam weapon and the drone to knock out all the blobs to reveal the nasty who can then be easily dispatched.

PLAYING TIPS

LEVEL SIX

These big ships can't be destroyed, so weave between them, shooting the firing 'chips' as you go. Grab the power-up to get the drone.



Place your ship to the left of this gap, ready to knock out all the yellow ships, then speed past the missile launchers.



You need to quickly shoot the power-up to get the drone, then move to safety to the right of the wall, firing to kill the stream of baddies with the drone.



This huge ship appears from the left, so it's a good idea to attach the drone to your rear.



LEVEL SEVEN

Use the beam weapon to dispose of these baddies, before speeding past the missile launchers.

Loads of these green foetus-like aliens appear from the top and bottom.



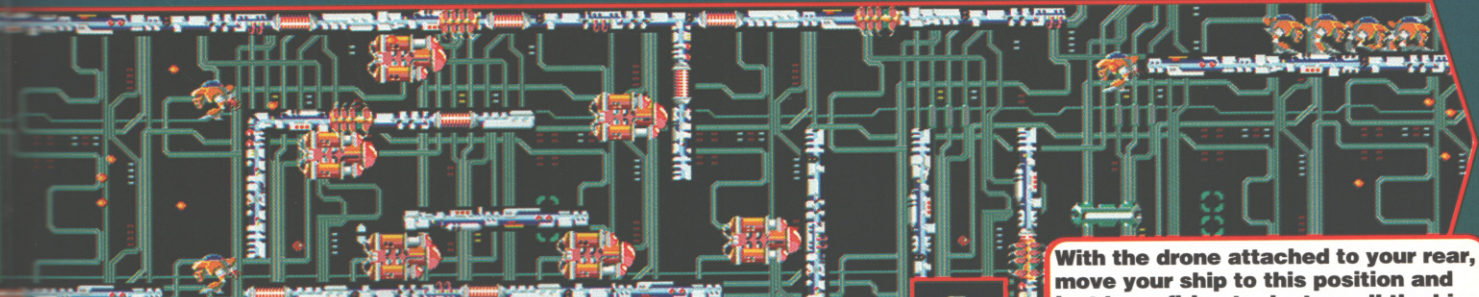
The eas the

Your orb will deal with the falling nasties while you beam the little alien who pops up from the floor and the big baddie on the right.



These indestructible stars appear from the bottom and swirl around in large circles, so can be avoided by staying in the middle.

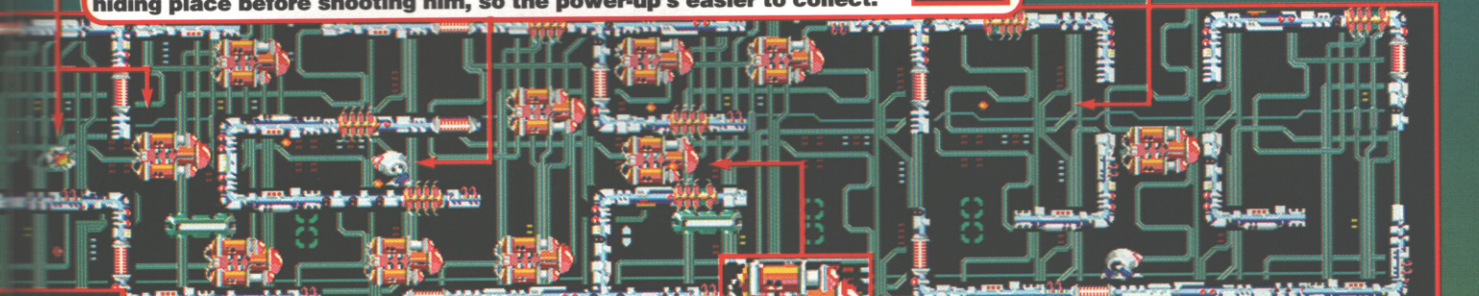




This gives you diagonal lasers. It's best to wait till he comes out of his hiding place before shooting him, so the power-up's easier to collect.



With the drone attached to your rear, move your ship to this position and just keep firing to destroy all the big ships which enter from the top.



This geezer blocks the way, so you need to get through before he gets to this position.



Though getting through this level is easy enough, you need to collect all the power-ups for the final big baddie.



The best technique here is to put your ship above the little platform to avoid fire from the other baddies, and use rapid fire to knock out most of the yellow ships before the scroll forces you to zip to the right. Easy...



Avoid or shoot all the green aliens which appear, while waiting for the 'passage' to open so you can beam the big baddie.

CJ

in the

USA

Everybody knows that America's bigger and better — just like that jolly jumbo 'CJ'. Trouble is, you can easily get lost or killed, so here's a survival guide!

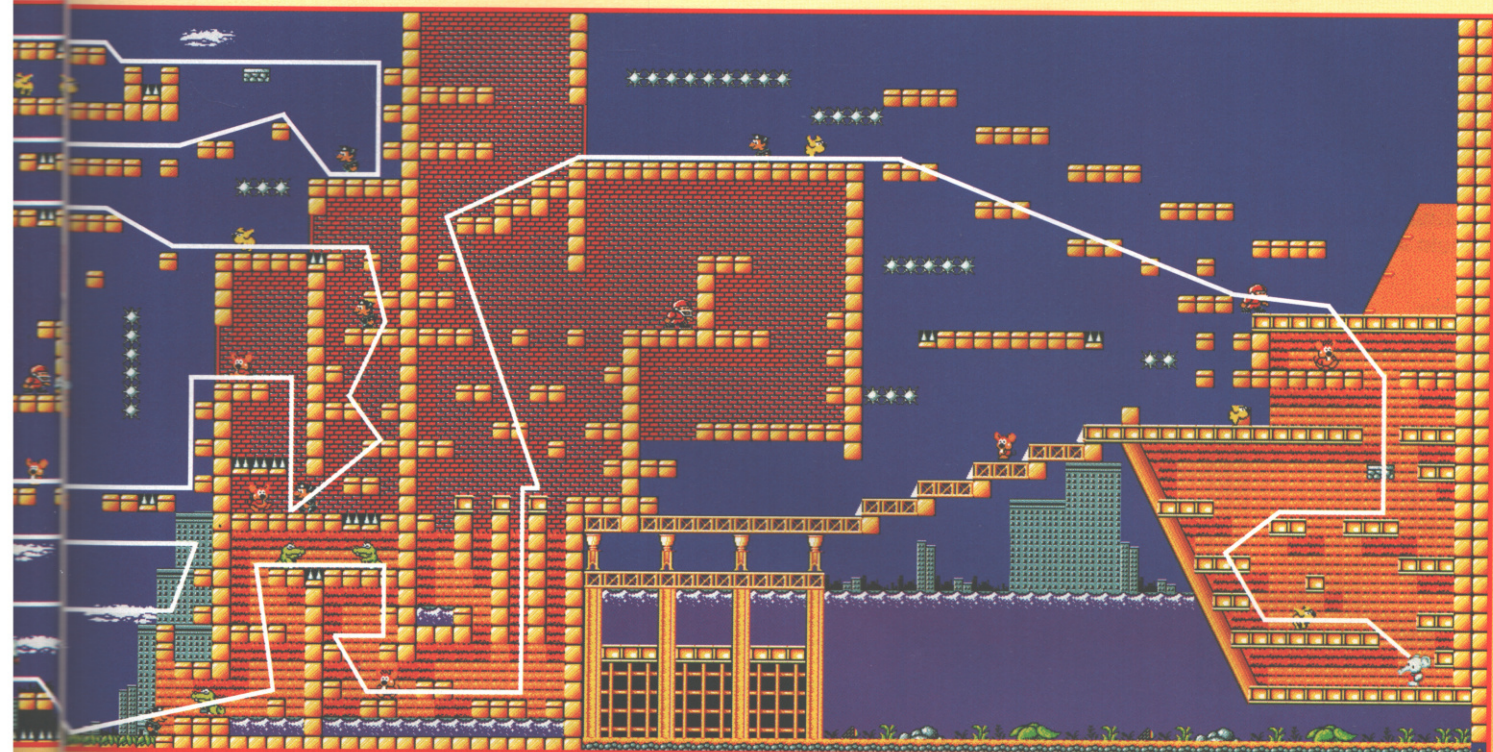
LEVEL TWO



Coppers are unarmed — just like in dear ol' Blighty!



CJ must rescue as many of his little buddies as possible.



Ouch!
Spikes are fatal on contact, so avoid at all costs.



They may look cute, but these pooches have a big bite.



This is one cloud without a silver lining — it fires lightning bolts.



These spiked balls always turn up in the most awkward places.



Ol' beardie's a tubby sort of bloke, but he performs surprisingly athletic leaps to crush CJ.



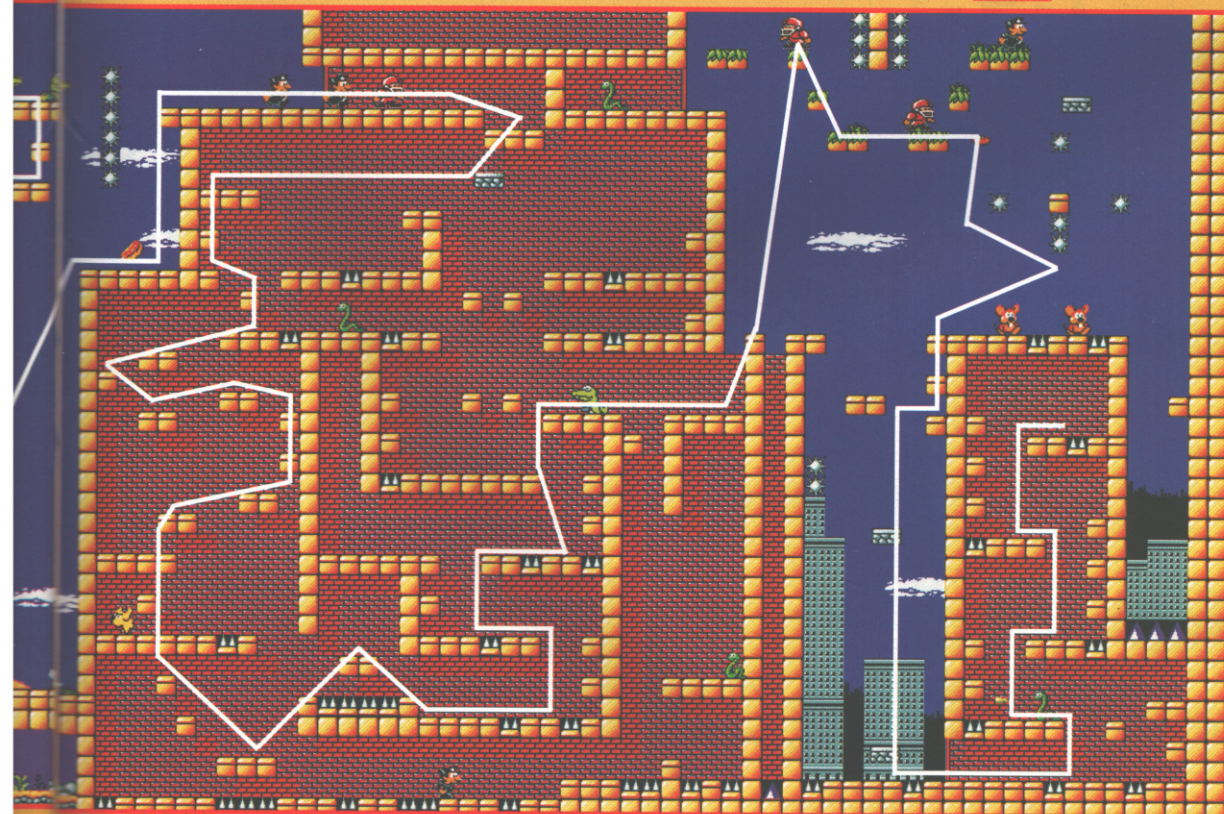
Everyone knows elephants are scared of mice, and these pesky rodents kill CJ.



48-86-67! These boys leap around, flinging their footballs at you.



You can't make a monkey out of this gangly geek. He's big, he's hairy and he's after poor CJ's peanuts!





This guy's a real basket case and he's deadlier than Magic Johnson!



You'll be crying more than crocodile tears if you run into this snapper.



Snakes slither quickly, spitting their deadly venom!



This mean bandit's quick on the draw with his lethal six-shooter.



Some baddies leave behind tasty junk food when shot.



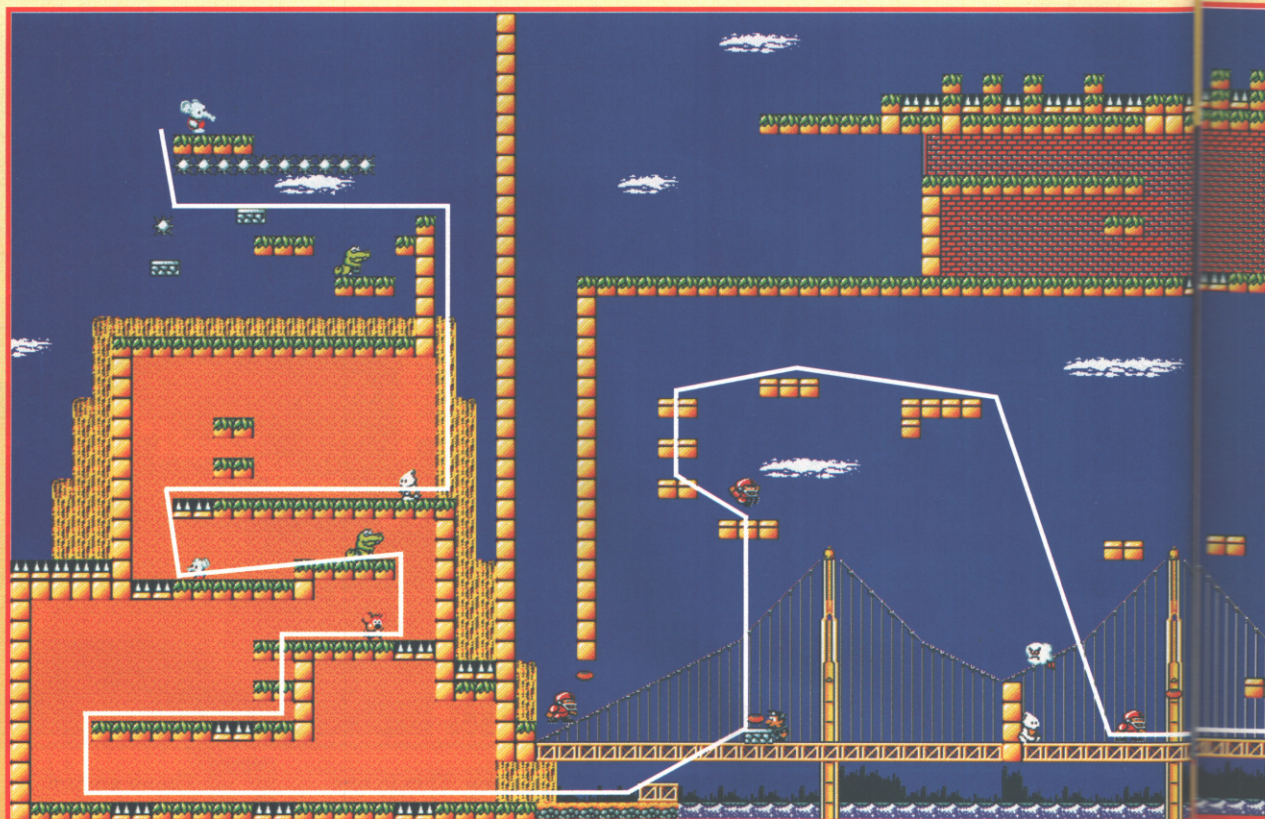
These astronauts aim to plant more than a flag on CJ's butt.



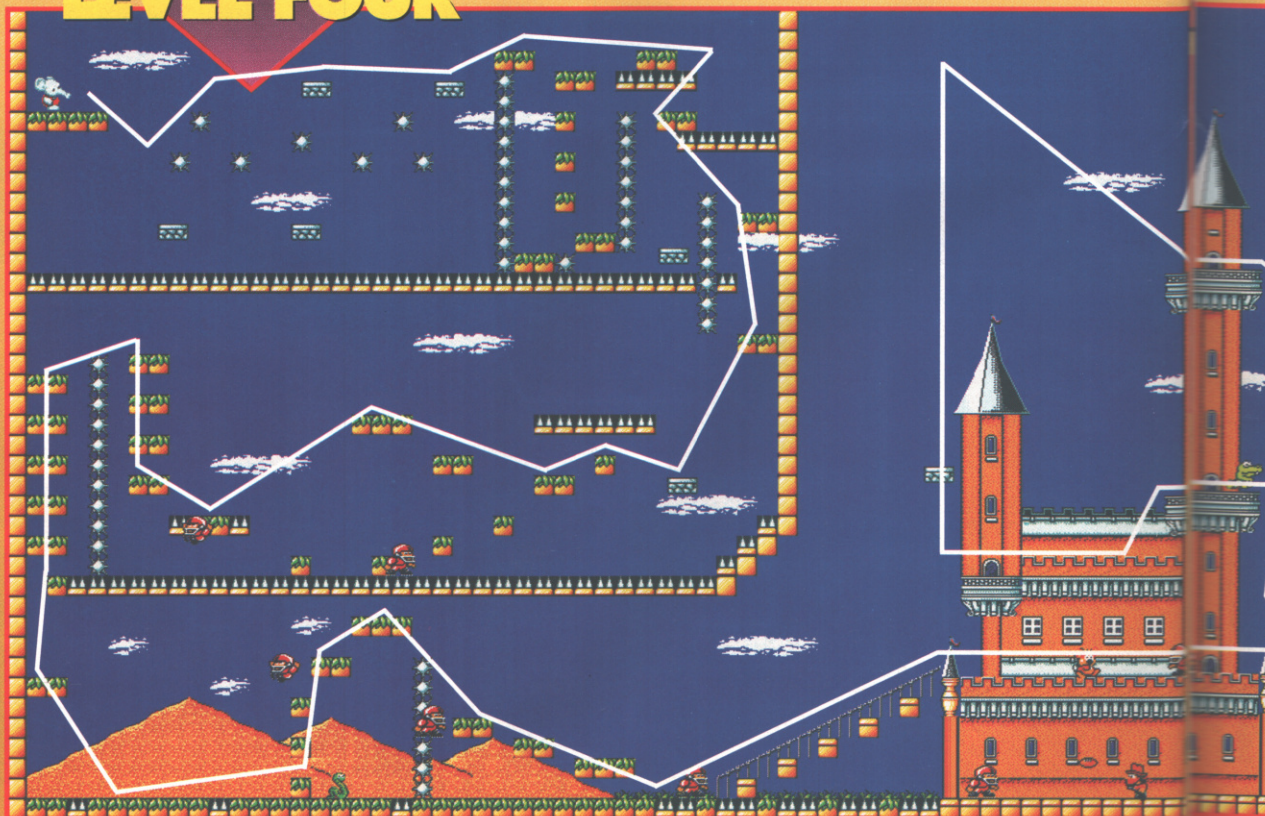
These kooky Ku Klux Klangers are crazy butt-kickin' killers!

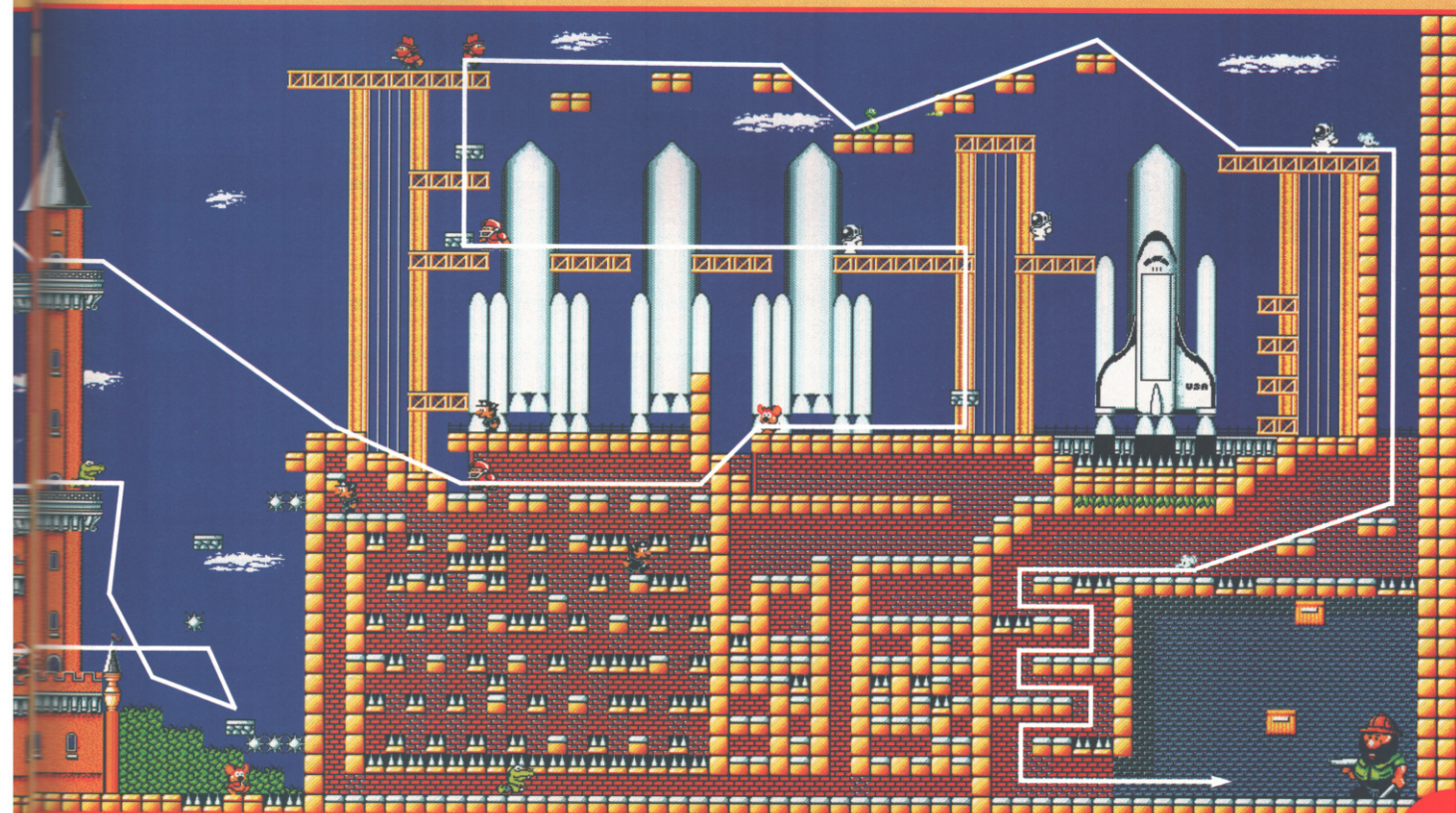
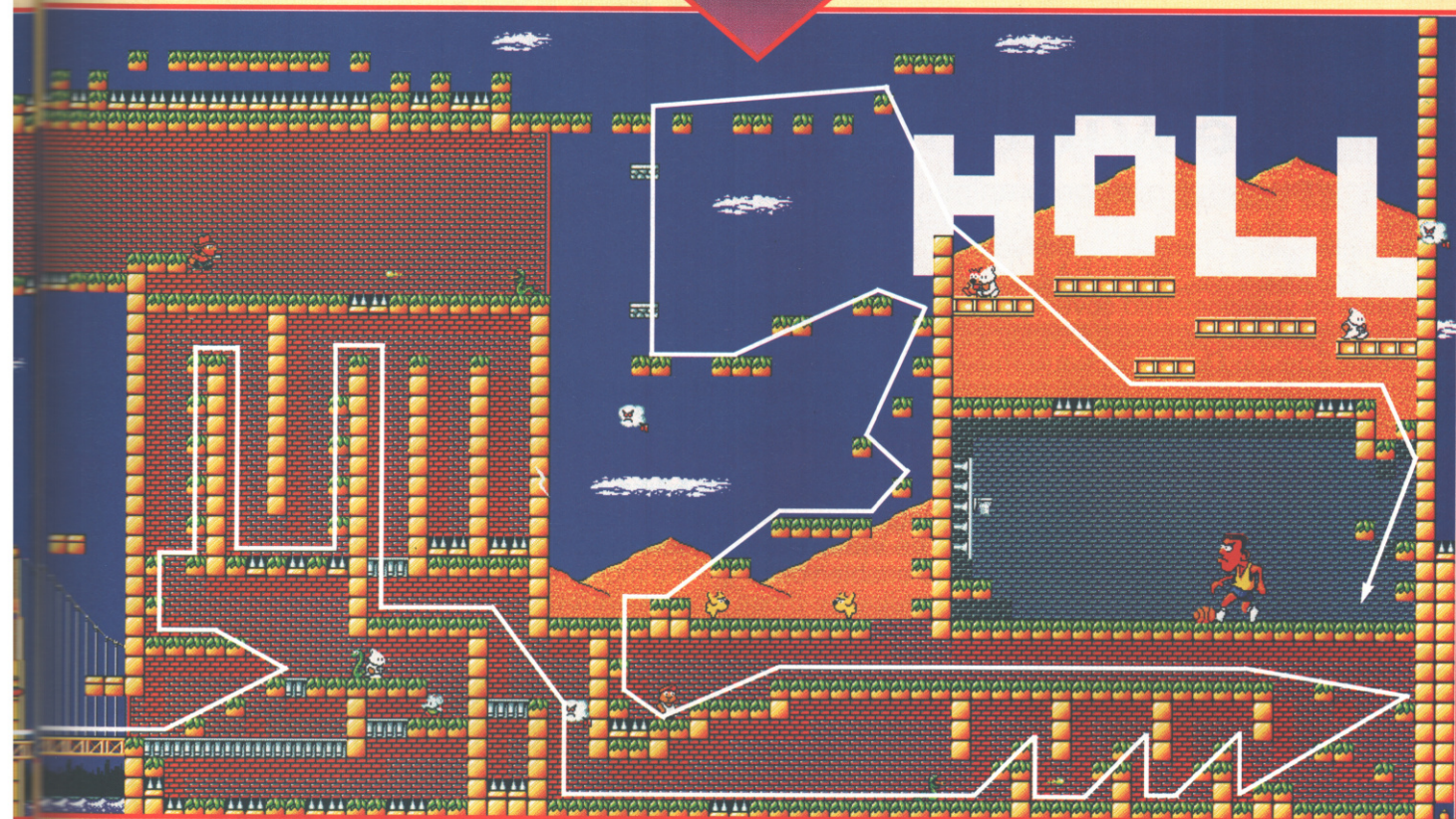


O! fatso's back in town. And this time he's brought out his big guns.



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GODS

PLAYING TIPS

Ye Gods! The quest for immortality is enough to test the mightiest of heroes. Time to pray for a heavenly guide to the first level... Wow, it's a miracle!

8

The treasure key allows you to open this door by flicking the switch.

9

The world key unlocks the final door when you flick the switch.

6

The right switch causes extra walkers to appear, as does the left one. On its own, the middle switch deactivates the spikes. Click it back off and move to the right and a chest (with key) falls from the ceiling. Fiddle with the left two switches to reveal a bonus gem.

4

Flick this switch to eliminate the spike on the left platform.

7

Move onto the teleport jewel for a short cut upwards.

5

When both switches are flicked back off and you stand under the higher one, this platform slides away.

2

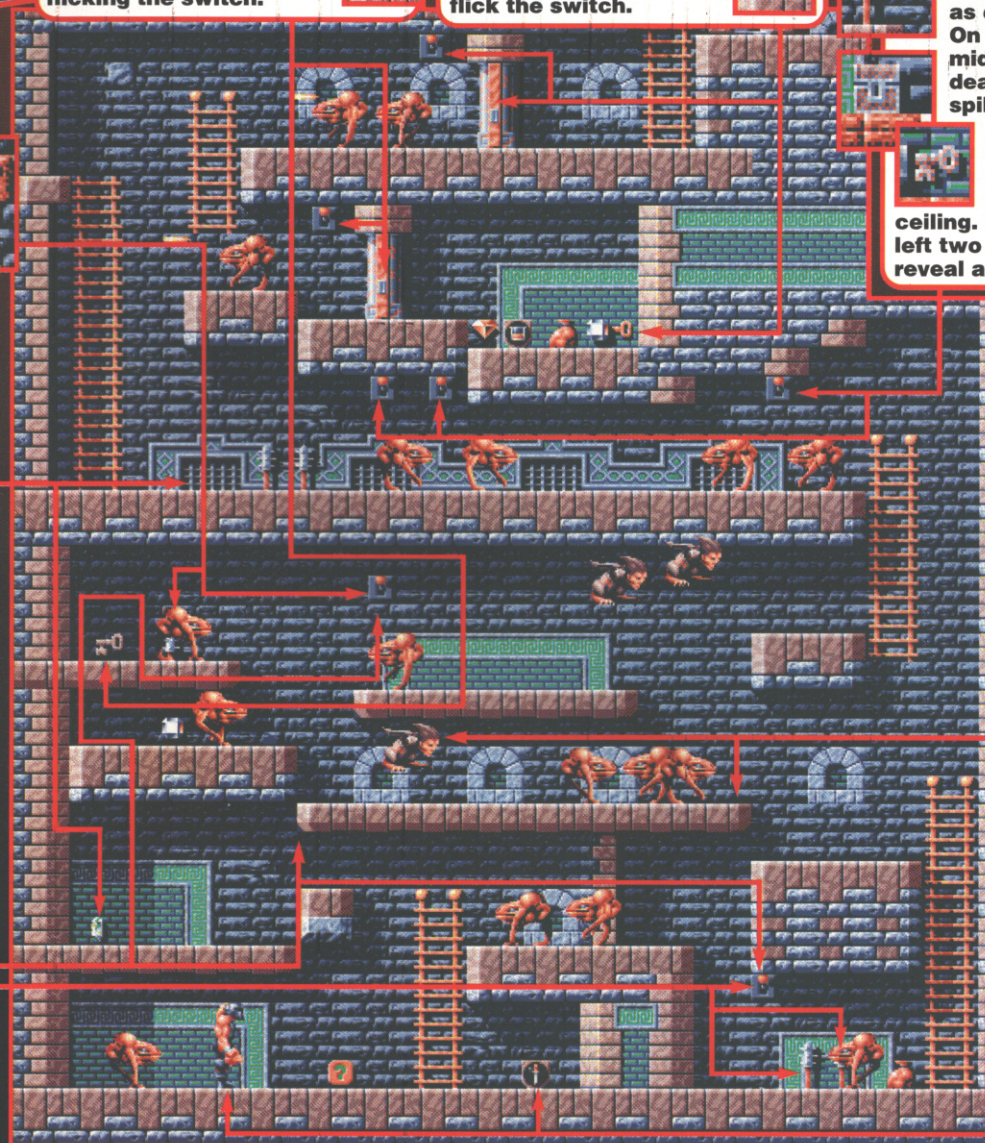
Flick the switch to destroy the spikes.

3

Watch out for the fliers coming at you from right and then left.

1

You start unarmed, so run right and collect the dagger.



PLAYING TIPS

5

Flick both switches to open the trapdoor, allowing the teleport jewel to drop. Walk into this and you're transported to this small room. Collect the pot and another teleport jewel returns you. Take the pot to the stores for a bonus jewel.

CHEST KEY — used to open treasure chests.

ROOM KEY — allows access to secret rooms.

TELEPORT KEY — opens teleport doors.

TRAPDOOR KEY — lets you get down to it.

TREASURE KEY — for entering treasure rooms.

WORLD KEY — essential to reach the next world.

1

This key opens the trapdoor when you flick the switch.

THE KEYS

2

Pressing these wall switches opens the four trapdoors.

3

Collect this weapon arc for more concentrated shots.

4

Take this pot to the stores to reveal the world key

7

Flick the switch to open the door to the stores.

8

Use the world key to open this door.

6

The room key allows access to the treasure room when this switch is activated.

BADDIES

FLIER — these suddenly appear and swoop down on you at an alarming rate.

FLYING DEVIL — swarms of these spiral down towards you.

GARGOYLE — this spits fire every few seconds.

HORNY TOAD — this takes several shots to kill.

KILLER — follows you, firing deadly bolts.

STONE DEMON — these statues suddenly come to life.

WALKER — fairly slow moving, but regularly spits fire.

THE STORES

Bring the first pot here and the world key drops from the ceiling. Bring the second pot for a special bonus gem.

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PLAYING TIPS

9



Use the teleport key to open this door for a short cut to the treasure key.



10

12



The treasure key allows you to open the door to the treasure room, containing goodies galore.



4



This switch closes the trapdoors so you can jump up.

6



With this key you can open the trapdoor by flicking the switch.

5



Fiddle with the switch to reveal the teleport jewel. Walk into it for a short cut upwards.

7



Flick the switch to open the double trapdoors



8



Flick the switch to open the door.

1



Walk into this shop potion and the shopkeeper walks on to offer you the contents of his sack.

2



This giant leap potion enables you to easily jump up the ledges.

STARBURST — explodes in a shower of stars to kill all on-screen baddies.



3



Double-click on this switch to destroy the spikes.



This is the door they kick you out of after they've got your money.

WEAPON ARC — this is the standard flight path for your multiple shots/missiles.



BIG HEART — restores loads of lost energy (no use if you're unharmed).



FOOD — chicken's not as filling as an apple in this game.



FOOD — collect or buy this to increase your energy level.



WEAPON ARC — this converges your multiple shots into an intense beam.



SHIELD — gives you temporary invincibility — useful for long drops.



WEAPON ARC — gives wide-angled shots, useful for firing upwards.



THROWING STAR — this Power 2 weapon dispatches baddies faster than daggers.



64

10



With the key you can switch the trapdoor open. It's a long drop but the falling shield saves you.

PLAYING TIPS

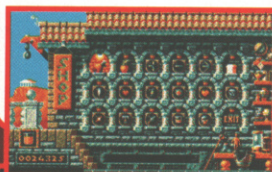
14

It's the world key that enables the opening of the last and final door.



16

Walk into the potion and do some urgent shopping for the next, tougher level.



11



Go through the lower door and you're transported here.

13



A key falls from the ceiling, enabling the opening of the trapdoor below.

15

The huge guardian isn't as invincible as he appears. Duck down just to the left of where his firebolts bounce and, when they've passed, get up and fire like mad. Keep repeating this process and he'll soon explode into a shower of goodies.



SHOP



EXTRA LIFE — and you'll need it for the later levels.



POWER POTION — increases the power of your shots to kill nasties quicker.



SPEAR — Power 4 weapon that flies through platforms.



AXE — drops down and bounces around, killing baddies below.

FIREBALL — Power 3 weapon that can be used in conjunction with daggers/stars.



FREEZE POTION — stuns all baddies temporarily, handy for toughest sections.

LITTLE HEART — restores some lost energy, can be collected or bought.



THE TREASURE ROOM

GOING PUBLIC

If you reckon Public Domain software's just a load of daft scrolling messages, think again. As well as awe-inspiring demos, there's games galore — including updated versions of arcade classics. And they're all free (well, almost) as our own golden oldie, IAN OSBORNE discovered.

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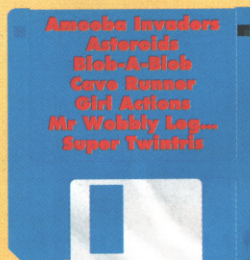
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DATACLAN GAMES PACK 1 (1 DISK)

Wild — a seven-game collection of the snappiest PD games ever, and it's even cheaper than usual! Can't grumble, can you?

The first package kicks off with *Amoeba Invaders*, a near-perfect copy of the ageing classic. There's a few changes — the arcade original was monochrome, but gave the illusion



Spanky sprites and sizzling sound don't prevent *Blob-A-Blob* being the worst game on the disk. Walk along the platform, stop and jump up when the baddies arrive, walk some more... once you've covered them all you go on to the next level, but by then you'll have fallen asleep. Booooring!

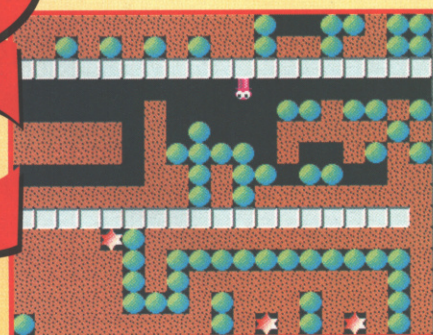
Tip: reset the computer and load the next game.



of colour by using tinted cellophane strips! Thankfully the PD version has coloured sprites.

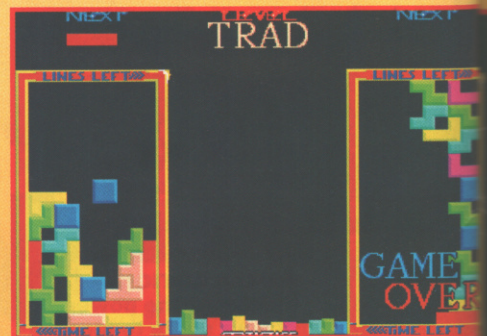
The sound's slightly different too, but what the hell? — if it's an accurate copy of *Space Invaders* you're after, look no further.

Tip: shoot the ones at the sides first — the aliens then take longer to reach the edge of the screen, and therefore longer to reach the ground.



By contrast *Cave Runner* is one of the best PD outings I've ever seen! A great interpretation of the old *Boulderdash* arcade opus, *Cave Runner* features better graphics, sound and puzzly bits not seen in the original, eg floating bubbles that turn into collectables on contact with diamonds. A real PD classic that'll keep you on the edge of your seat for ages — a lot of budget games don't play this well.

Tip: when chased by a roving baddie, block its path with a boulder.

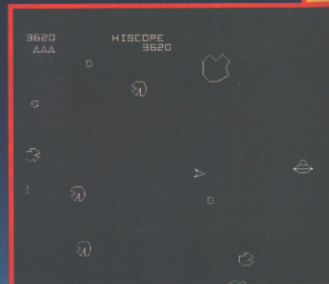


Wow — *Super Twintris* is one helluva game — it wouldn't look out of place as a commercial budget release! Playing by

Is *Asteroids* the closest PD conversion ever?

It's got the lot — same wire-frame graphics, same snazzy sound effects, same features... it's even got the copyright symbol at the foot of the screen! Like all games from that era it's shockingly shallow by today's standards, but it's also frighteningly addictive — check it out!

Tip: leave the last asteroid alone and go for the ships to accumulate a mega-score.



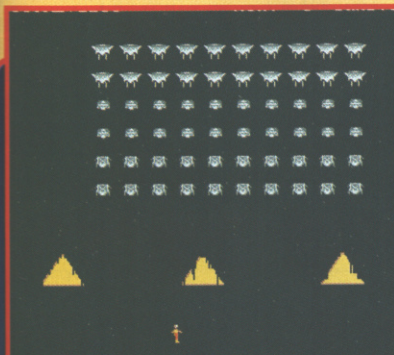
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Another rave from the grave, *Girl Actions* is a cleverly-titled *Galaxians* clone (think about it). Though mildly playable, it's a flawed conversion — the aliens in formation only move from side to side, not up and down, and they're not animated at all. Worth a look, though.

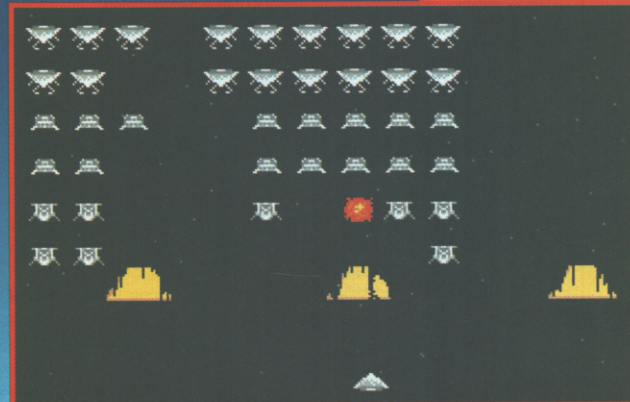
Tip: when the yellow alien makes a move, kill his guards first for more points.

yourself or with a friend, you fit the falling blocks together to form complete horizontal lines which disappear. If the pile reaches the top of the screen, the player is



Mr Wobbly Leg Vs The Space Invaders is regarded as a classic on the PD circuit — it's a real mystery why! A witty interpretation of *Space Invaders* (quelle surprise), your sprite is initially unarmed. Run across the screen collecting stars and power-ups, then when you die you're into *Space Invaders* proper with your ship's attributes depending on items collected. I'm all for updating the old classics, but this is utterly pointless — a pity as it's a great piece of programming.

Tip: work quickly when collecting power-ups. The aliens fire at an incredible rate, so as soon as your shelters are breached you're in trub!



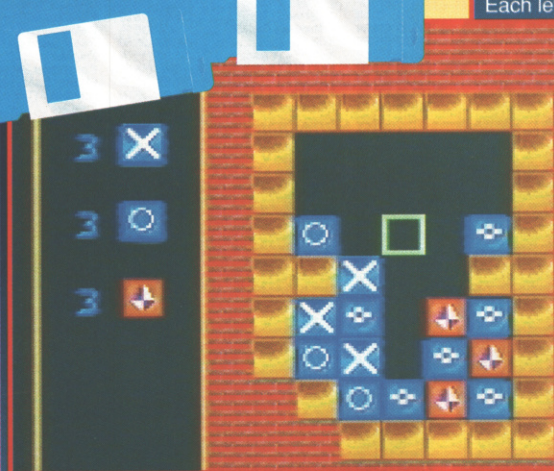
eliminated, leaving the other to battle on by himself — highest score wins. It's a blindingly playable conversion that urinates over the official conversion. There's no excuse whatsoever for not having this one in your collection!

Tip: multiple lines score heavily, and all lines score more points the further up the screen they are.

DATACLAN GAMES PACK 2 (2 DISK)

DISK A
Wizzy's
Quest
Megaball
Rollerpede

DISK B
Zeus
Brip
Shoot Out
Cross-Fire



As PD 'tributes' go, it's a miracle *Zeus* stayed out of the courts. All that money Ocean spent on the *Puzznic* licence just to see some smart-arse PD programmer rip it off for free! A fiendishly addictive puzzler, the aim of the game is to get rid of all the tiles by matching like with like — it's mouse only and hasn't as many levels, but apart from that it's a complete clone (and a damn fine one at that).

Tip: check out the level codes elsewhere in this column.

PUBLIC DOMAIN



One of the lesser Amiga mags described *Wizzy's Quest* as 'a game you wouldn't mind paying 20 quid for.' That's a slight exaggeration, but it's still bloomin' good. Each level is played on a static screen,

where you must guide the lady in purple out of the doorway and into the next level by building blocks next to, above or below Wizzy. You can jump one block in height, but she can't — so don't let her fall below door level! It's funny how the most addictive games are based on the simplest concepts. **Tip:** always warm the pot before making the tea. (Sorry, I couldn't think of a hint for this one!)

Neat — they put together a blinding two-disk package, chuck the entire menu on disk one and force you to swap disks if you pick out a game on the second disk! Personally I'd have preferred two separate packages, but who's quibbling? (You are — Ed.)

ZEUS LEVEL CODES

2	ECSTACY	15	N. W. A.	27	49ERS
3	SPECCI	16	DAISY DEE	28	AC/DC
4	PUBLICENEMY	17	BOMBTH	29	SEX PISTOLS
5	RUNDMC		BASS	30	OBITUARY
6	ICE-T	18	D. N. A.	31	SACREMENT
7	TONELOC	19	ICE MC	32	JUDASPRIEST
8	L. L. COOL J	20	M. C. HAMMER	33	DEEP PURPLE
9	THENE STYLE	21	TONY SCOTT	34	TESTAMENT
10	WAS NOT WAS	22	CHADJAC SON	35	SLAYER
11	BEATS INT.	23	NENECHERRY	36	SACREDITCH
12	MANTRONIX	24	BEATMASTERS	37	MANOWAR
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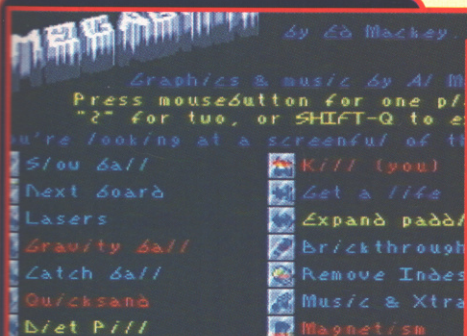
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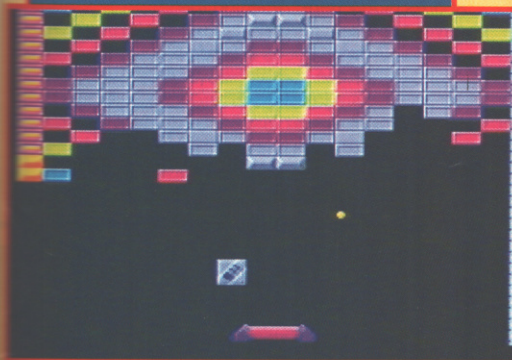
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There's no shortage of PD *Arkanoid* clones, but few are as snazzy as *Megaball*. The graphics are cool, the sound amazing, and the power-ups some of the most imaginative I've ever seen — they're cumulative too, so you don't have to choose between the one you've got and what's falling. A Shareware outing, if you pay your registration fee you get a level editor to design your own screens.

Tip: learn what each power-up icon does, as some of them actually power-down!

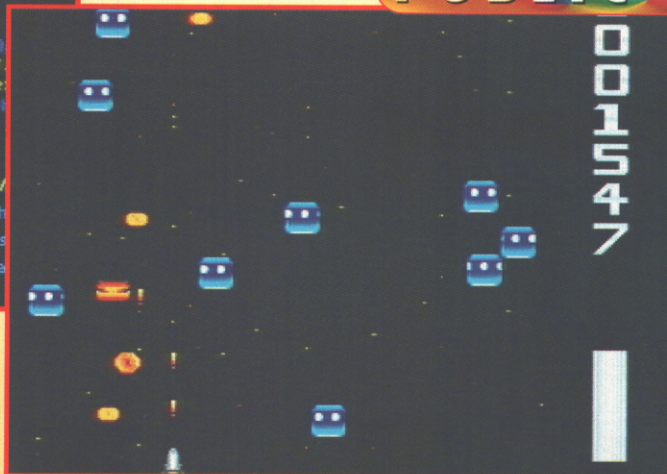


Drip's a blimmin' good game. None of us crumbles remember seeing it in the arcades of yesteryear but it plays like a golden oldie. A sort of cross between *Pac-man* and *Painter*, your task is to run along the pipes, rusting them as you go. As well as the standard blundering baddies, watch out for floating bubbles, electric pulses and acid puddles. A wonderfully addictive game, it's outings like this that really show the value of PD.

Tip: when falling from a pipe, guide yourself as you drop — you don't have to land where you fall.

Shoot Out is a typical PD blaster, with the enemies bouncing around the screen at varying speeds. On Level One there's only one, two on the second, three on the third, etc — it gets pretty hectic by Level 25! Smooth and fast but completely lacking in

■ **Wow, what a mental game! *Drip* (Right) is one of those puzzlers that plays like so many others, but remains totally original! Magic.**



■ **How many sprites can the Amiga handle? With *Shoot Out* (if you're equal to the challenge!) you may just find out.**

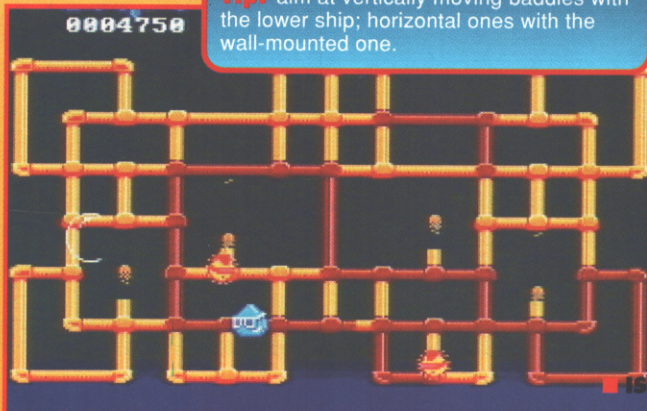
depth, it won't keep you playing for long but it's fun while it lasts.

Tip: when the screen fills, keep your eyes on your craft, not the enemies.



Crossfire is more of a mental agility test than a game. The ship on the 'floor' is controlled by left/right joystick movement, the one on the 'wall' by up/down. Can you imagine how confusing this is? The enemies move in straight lines at first, executing increasingly complex attack patterns on higher levels. At the end of each level you can trade your score for power-ups. Another prog that won't hold your attention for ever, but it's an excellent exercise in lateral thinking.

Tip: aim at vertically moving baddies with the lower ship; horizontal ones with the wall-mounted one.



No prizes for guessing what rave from the grave *Rollerpede*'s based on! A rip-roaring *Centipede*-inspired blaster, your task is to smash the creepy-crawlies, segment by segment. If they reach the edge of the screen or hit one of the randomly growing mushrooms, they move down a line. Unlike *Space Invaders* you have limited forward movement, and you'll need it — contact with a nasty is fatal! All the embellishments are there, such as

jumping spiders, spaceships that bomb the hell out of you, and the odd tank keeping you off the ground. A true PD classic.

Tip: just keep firing!



There's always a bad apple in the barrel, and *Mr Munk in Fluidland* is the traditional turkey. Walk along grabbing the Ankhs, leaping the spikes and dodging the bouncy balls — simple and straightforward, but hellishly boring. A shame, as the graphics and sound are excellent.

Tip: the longer you hold fire, the higher you jump — don't jump too high, and remember you can control your sprite as it flies.



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Registration fee: £3.00

SMASH — THE RIP OFF



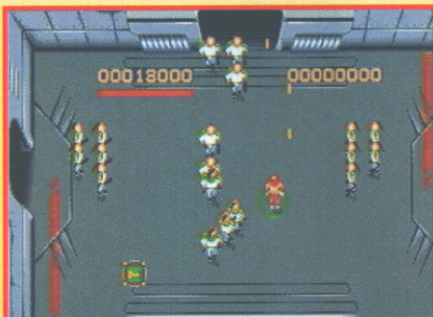
Wakka wakka wakka — kersplat! Eat death, suckers... blam blam blam KABOOM! (You're fired — Ed.)

Hands up everyone who bought Ocean's official conversion of Williams' *Smash TV*? Bloomin' awful, wasn't it?

Technically tailored to the American market, differences in television systems (we use PAL, they use NTSC) causes a big black gap at the foot of the screen when played this side of the Atlantic! Thankfully Amiga-ites can play *Smash TV* in the privacy of their own home without

forking out 25 quid on that tosh — Mark Gallagher's honestly-titled *Smash TV — The Rip-Off* is an absolute raver!

The first thing you notice about the game is the brilliant *Llamatron*-inspired firing system which eliminates the need for the coin-op's second joystick. Here your man fires



More rip-roaring action — blast those baddies, 'cos if they catch you with their baseball bats it's hospital time.

If you get tired of all that killing, you can always pick up a few Christmas pressies.

constantly — hitting the fire button aims the gun in the direction of movement; releasing it keeps it steady regardless of movement. Sounds complicated, but it works brilliantly in practice.

The second thing you notice is that it's faster than a chicken vindaloo! The official version was a bit sluggish at times, lacking the fluidity and urgency of its arcade counterpart. Again *The Rip-Off* scores highly here, retaining the psychotic-slaughterfest atmosphere of the original, though it does slow down ever so slightly when the screen fills. Also, after each screen is completed the Shareware version scrolls onto the next, as did the coin-op — the official version didn't, giving it a cheap-and-nasty look.

Perhaps the biggest fault of the Ocean game



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17 Bit, £1.10
Registration fee: £5.00

Jeff Minter is a disillusioned man. His independent software company Llamasoft was set up in 1982, a time when anyone could produce an exciting and original product and get it sold — not any more. 'Today's market', claims Jeff, 'is full of huge corporations putting out the same game over and over again with a different film licence tagged on.' With producers uninterested in anything that isn't spaceships-and-aliens or cutesy character licences, Jeff decided to go it alone and sell the brilliant *Llamatron* as Shareware!

Based on the Williams coin-op *Robotron*, *Llamatron* is a blaster *par excellence*. You control a cutesy llama besieged by some of the

weirdest baddies ever seen — Coke cans, joysticks, hamburgers, Space Invaders... you name it, it's probably here.

Like the original, you must collect the 'goodies' (humans in the original, furry animals in *Llamatron*) by running into them — they then follow you in a neat little line. Each stage is played on a single screen, though unlike *Robotron* sequel *Smash TV* it's largely featureless and all the baddies start on-screen. The longer you survive the more intelligent they get.

If you've got two joysticks (and who hasn't?) you can emulate the original *Robotron* control method, using one for movement and the other for firing. Alternatively you can use just one,

LLAMATRON

And I thought Llamas were all cute and cuddly (they didn't do that in London Zoo).



It's the wild, wacky presentation screen but if I had a haircut like that I'd wear a paper bag and not sunglasses!



auto-firing in the direction of movement, holding the fire button to freeze direction of fire whichever way you move. Just as above, in fact. There's also a two-player option and a brilliant computer-assist mode where the (single) player is helped by a computer-controlled robot. Just right for beginners!

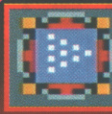
Naturally there are loads of power-ups on offer, such as three-way fire, extra lives, hotshots, bullets that bounce

TV

POWER UP!



This restores your forcefield — now you can charge the enemy scum with impunity.



Three-directional fire, for three times the slaughter potential.

background tune (though the sound effects are blimmin' good), and when you lose your last life the whole thing crashes back to the intro screen — no game-over message at all! Don't let this put you off though. It isn't often an amateur programmer beats the biggies at their own game. *Smash TV* — *The Rip-Off* is (to put it bluntly) one of the best Shareware shooters we've ever seen, and is worth every penny of the £3 registration fee. Buy AND die!



PUBLIC DOMAIN



A roving robot — rotates around your dude and mirrors your fire.



Activates a smart-bomb that destroys everything on the screen.



Grab this for a free life — pity the synthi-speech doesn't cry 'dude' like the original though.



Turns your laser into a rocket-firing bazooka.



This pick-up gives you a right powerful (if not confusing) grenade-lobber.



Gives five revolving guardians that kill anything daft enough to get in your way.

is that it's so heavily cut down. The screen display is tiny compared to the original, forcing the programmer to make a few compromises on the baddies — not so the *Rip-Off*! The full screen is used, and the attack patterns are far more accurate.

For all its strengths, *Smash TV* — *The Rip-Off* does have a few drawbacks. There's no

LLAMATRON

off walls, and a cute little heart thingie that makes the animals move towards you. The enemies come in all shapes and sizes too — look out for hedgehogs that splinter on death (a little like *Smash TV*'s Mr Shrapnel), green thingies that explode in wedges of slime, and a really snappy fractal effect that takes loads of hits before dying —

unlike most baddies, it fires back too!

It's difficult to describe just how good *Llmatron* really is. The action is exciting and fast, the game slowing not one iota when the screen fills. Controls are well thought out and easy to manipulate, and the all-round presentation is of a standard you'd expect from a £25 game! As for the sound... one-meg owners will gasp at the brilliant samples.

All this for a fiver! You couldn't wish for a better barg, so get that cheque in the post — NOW!

■ Oh no, another Llama-inspired caption to write. How about 'Llmatron — it's a great game'?

SHAREWARE SHOPPING

The principle behind Shareware is that if you like the game, you pay the programmer a small fee. If you don't like it, just re-format the disk, and you've lost nothing. If you 'forget' to pay your registration fee you're guilty of piracy!

Shareware is an excellent way of getting games, as you're in no danger of buying a dud, but if people don't cough up for them the programmers will lose faith in the idea — abuse it and you'll lose it.

CONTACT POINTS

Binary Zone PD
34 Portland Rd,
Droitwich,
Worcestershire
WR9 7QW.

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WATCH OUT FOR...

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Amos Pro

Blizzard Turbo

Gold Disk Office 2

The AC COVER DISK

Always has the ultimate
selection of utilities and the
best PD and Shareware as
well as the most fantastic
games and serious software
every month

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PLUS

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USA News

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euroPRESS
ENTERPRISE



The best buyers and shoppers guide. In
Shop Window this month: DigiTiger 2 video
digitiser and the new ARexx compiler

GAMER

The best of the latest games,
plus previews, news and playing
guides. This month: Lotus III

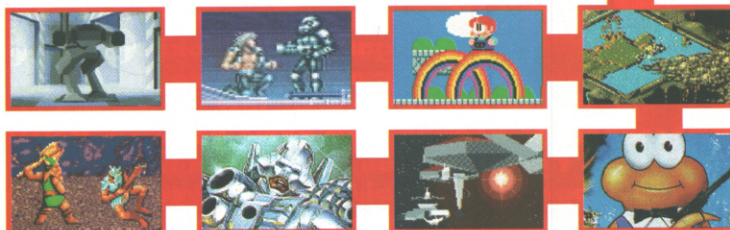
CUT-OUT 'N' CHEAT!

CHEAT CARDS

If you've ever wasted hours of good game time looking for a cheat you saw in a magazine three months ago, this section is for you! Just cut out the coupons to keep in your game box and, if you haven't got the game, keep them in an envelope. It's your birthday this year, and you never know what treats you'll be getting!



CHEAT CARDS



1. **ROBOCOP 3**
2. **WOLFCHILD**
3. **POPULOUS 2**
4. **RAINBOW ISLANDS**
5. **TURRICAN 2**
6. **EPIC**
7. **GOLDEN AXE**
8. **JAMES POND**
9. **CASTLE MASTER**



POPULOUS 2 (Electronic Arts)

No God sim is as involved or as playable as this. It's got the lot: graphics, playability and atmosphere.

To possess God-like attributes in every department, type the following code in the usual place: ADKITAKDVGZLRGWZ.

WOLFCHILD (Gore)

Well-hard platform beat-'em-up. Will appeal to fans of the genre, but certainly not a ground-breaker.

Type SOULPSYCHEDELICIDE on the title screen to gain infinite extends. Type THE PERFECT KISS for infinite ammo.

ROBOCOP 3 (Ocean)

Featuring some of the slickest 3-D graphics ever, this sets the standards for future Freescape-style offerings. It's pretty tricky... maybe this'll help?

Hold down the Shift key, type THE DIDDY MEN. You can then press Esc to skip levels.

EPIC (Ocean)

What's so bleedin' epic about it? Three years in the making, then the game's a pile of tosh that can be completed in a few hours!

Level codes

- | | |
|------------|-------------|
| 1 — AURIGA | 2 — CEPHEUS |
| 3 — APUS | 4 — MUSCA |
| 5 — PYXIS | 6 — CETUS |
| 7 — FORNAX | 8 — CAELUM |
| 9 — CORVUS | |

TURRICAN 2 (Rainbow Arts)

This really is a superb arcade blaster; fast, exciting, colourful... everything you could ever want and wish for in a blinding shoot-'em-up!

Go to the music menu, press keys 2 and 4, then Esc twice. This gives you infy lives.

RAINBOW ISLANDS (Hit Squad)

On the title screen, type BLRBJSBJ — Permanent fast shoes; RJSBJSBR — Permanent double rainbows; LBSJRLJL — Continue at any stage; RRLLBBJS — Hidden food turns into money bags; RRRRSBSJ — Continues and shows hidden bonuses; SRBJLSLB — Gives 1,000,000 points; SSSLLRRS — Increases shooting speed; SSSLLRRS & SPACE — Increased credits; BJBJBJS — Shows hint 1. LJLSLBS — Shows hint 2.

CASTLE MASTER (Hit Squad)

The best 3-D polygon game around. In the game press Shift, L, and hit the right mouse button 20 or so times. When you hear a funny noise, four boxes will appear in front of you — in them are infy lives, all ten keys, rock travel and the end-game sequence.

JAMES POND (GBN)

There's something fishy about this game... a pixel-perfect collect-'em-up on a budget label? Surely not! On Level One free all the lobsters and approach the entrance pipe. There'll be a green rock to the left of it — pull yourself down on it to access Level Six!

GOLDEN AXE (Virgin/Tronix)

Gloriously scrummy hack-'em-up. Some of the grooviest graphics ever, but questionable demands on skill.

Play in one-player mode, but with a second joystick connected. When you die, press 'fire' on second stick to get three extra lives.

CUT-OUT IN! CHEAT!

Just cut out the coupons to
keep in your game box!

CHEAT CARDS



amiga
FORCE

**HORROR ZOMBIES
FROM THE CRYPT**



amiga
FORCE

**LOTUS ESPRIT TURBO
CHALLENGE**



amiga
FORCE

MANCHESTER UTD



amiga
FORCE

PANG



amiga
FORCE

**MONTY PYTHON'S
FLYING CIRCUS**



amiga
FORCE

SHADOW WARRIORS



amiga
FORCE

**LOTUS TURBO
CHALLENGE 2**



amiga
FORCE

ELF



amiga
FORCE

**BART SIMPSON AND
THE SPACE MUTANTS**



CHEAT CARDS



10. HORROR ZOMBIES FROM THE CRYPT
11. LOTUS ESPRIT CHALLENGE
12. MANCHESTER UTD.
13. PANG
14. MONTY PYTHON'S FLYING CIRCUS
15. SHADOW WARRIORS
16. LOTUS TURBO CHALLENGE 2
17. ELF
18. BART SIMPSON AND THE SPACE MUTANTS



MANCHESTER UNITED (CBM)

Not the greatest footy game by a long chalk, but here's a mega-tip anyway. Press the left mouse button during play to cripple your opponents, making even the toughest teams a cinch to beat (quick — phone Alex Ferguson!). If you're really barmy, press Esc and Ctrl during play to lose 5-0.

LOTUS ESPRIT TURBO CHALLENGE (CBM)

Well-wacky racer using first-person perspective to its utmost. A burn at full price, unmissable as a budget barg. Select a two-player game, and enter Player One's name as IN A BIG COUNTRY; Player Two as FIELDS OF FIRE. You'll then qualify every time.

HORROR ZOMBIES FROM THE CRYPT (CBM)

This one features the most gruesomely macabre death sequence the A—Team have ever seen; pity there's no sound to accompany it. Oh well, here's a handy cheat... During play type CHEATMODE, then use F10 to skip levels.

SHADOW WARRIORS (Hit Squad)

Not the most inspiring Amiga fighter, but good for a quick ruck. Press Ctrl, Esc, F2, 5, C, J, Help, right Alt, the left bracket key and the small Enter on the numeric keypad. The bottom of the title screen will turn purple. Pressing 1 or 2 gives players more energy, Q makes them invincible and Help skips levels (phew!).

MONTY PYTHON'S FLYING CIRCUS (Virgin)

No-one expects the Spanish Inquisition, mumble mumble... I'm a lumberjack and I'm okay, mutter mutter... The clichés pour out thick and fast, but only Amiga Force gives you the cheat on a coupon! On the high-score table enter your name as SEMPRINI to restart on the same level you died on.

PANG (Hit Squad)

One of the most sadly neglected coin-ops ever, now this compulsive corker's out on budget it won't be neglected by Amiga owners for long! Type WHAT A NICE CHEAT on the map screen — it'll turn purple, allowing you to start the game at any level.

BART SIMPSON AND THE SPACE MUTANTS (Ocean)

If it ain't that tricky purple puzzler from Ocean — are you yellow enough to be red? Buy the game and that might make sense! Type COWABUNGA for infinite lives, and EAT MY SHORTS to skip levels.

ELF (Ocean)

Elf's host of extras and flashy graphics will keep arcade-adventurers puzzling for weeks. Or days with the maps and tips this ish...

Type CHOROPPOO at any time during the game for more pets than the Battersea Dog's Home.

LOTUS TURBO CHALLENGE 2 (Greninja)

One of the best racers ever! When asked for a password, type TURPENTINE to stop the clock, or DEESIDE for automatic qualification. To access the different courses type: Night — TWILIGHT; Fog — PEA SOUP; Snow — THE SKIDS; Desert — PEACHES; Motorway — LIVERPOOL; Marsh — BAGLEY; Storm — E BOW. To access a secret sub-game enter the code as DUX.

CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



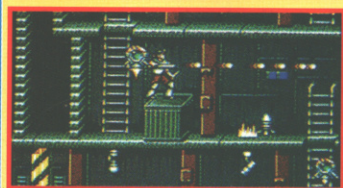
amiga
FORCE **F-15 STRIKE EAGLE 2**



amiga
FORCE **EDD THE DUCK**



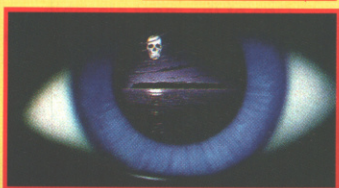
amiga
FORCE **SWITCHBLADE 2**



amiga
FORCE **WARZONE**



amiga
FORCE **KILLING GAME SHOW**



amiga
FORCE **CAR-VUP**



amiga
FORCE **E-SWAT**



amiga
FORCE **NARCO POLICE**



amiga
FORCE **GODS**



CHEAT CARDS



19. F-15 STRIKE EAGLE 2
20. EDD THE DUCK
21. SWITCHBLADE 2
22. WARZONE
23. THE KILLING GAME
24. CAR-VUP
25. E-SWAT
26. NARCO POLICE
27. GODS

19 20 21
22 23 24
25 26 27

SWITCHBLADE 2 (Gremlin)

Fantastic visuals, superb sonics, and platform-pounding gameplay that wipes the floor with most console games!

On the title screen, type CHROME for a short sub-game, and LEVELx (where x is a number) to access that level.

EDD THE DUCK (Impulse)

Well bloody 'ell, if it isn't a poor man's *Rainbow Islands* with a cutesy(ish) TV personality tagged onto it for good measure! To skip levels hit the right mouse button! (Simple, eh?)

F-15 STRIKE EAGLE 2 (MicroPress)

Is this the best combat flight sim ever? Gorgeous graphics, stunning sound, great gameplay... *F15 Strike Eagle 2*'s got the lot! To replenish your ammo supply, press Ctrl, R and Alt simultaneously.

CAR-VUP (Core)

Well I don't know, a platform driving game? What will they think of next?!

On the high-score table, enter: WHOOPSIE — Start on prehistoric level; PUSSYCAT — Get nine lives; BUMPER — Infy bumpers.

KILLING GAME SHOW (Psygnosis)

One of the most playable Psygnosis games to date. A little over-complicated in the latter stages, but a damned fine blast nonetheless.

When the '...press fire to continue' message appears, hit HELP for a map of that level.

WARZONE (Core)

It's rough, it's tough, it's... a bog-standard *Ikari Warriors* clone! You've seen this game a thousand times before, but what the hell? It's still a good blast.

On the title screen press F1, F2, and F3 for infy lives.

GODS (Renegade)

Gorgeous graphics and top-notch game design make this a classic. Unlike certain dodgy mags, we won't be printing level codes — each copy of the game has its own individual set!

Instead of a password, type SORCERY — this'll get you infy energy!

NARCO POLICE (CBH)

Not a bad blast, though nowt to do with narcotics or police!

Oo-eck, the cheats are in Spanish!

MUNICION — Ammo boosted to 200; NOAMETZ* — Turn off machine guns in sector *; NOCAMZ* — Turn them on again in sector *; NOENEMIG — Get rid of enemies; COMENZAR — Bring them back; ABRIR — Open any security door. (* add number)

E-SWAT (US Gold)

What an awful game! Poor collision detection, sprites that look like Gordon the Gopher, boring gameplay... we could go on, but won't. We'll just give you a cheeky cheat to help you complete the drivel and put you out of your misery.

Type JUSTIFIED ANCIENTS OF MU MU while the game is paused for infy lives.

CUT-OUT 'N' CHEAT!

Just cut out the coupons to keep in your game box!

CHEAT CARDS



CHEAT CARDS

The Godfather

28. DARKMAN
29. THE GODFATHER
30. FINAL BLOW
31. FINAL FIGHT
32. ROBOCOD
33. HUDSON HAWK
34. FORMULA ONE
35. GRAND PRIX
36. RAILROAD TYCOON
37. CHUCK ROCK

28 29 30
31 32 33
34 35 36

FINAL BLOW (Storm)

The lowest blow of all, one of the shallowest beat-'em-ups ever and a prime example of the one-blow-kills-all syndrome. Press F10 six times to knock over any opponent.

THE GODFATHER (US Gold)

Power, domination, corruption, bribes, intrigue... sounds like the Europress Impact advertising department! Pity the game's a mere *RoboCop* clone with good graphics. Pause the game using the Help key, and type PIZZA HUT for infy energy.

DARKMAN (Ocean)

BLLEUUGH! What a disaster — this has to be the weakest film licence in years, but just in case there's someone out there who's still playing it, here's a cheat. Type MEACULTA during play for infy energy.

HUDSON HAWK (Ocean)

Not bad at all. It's certainly a lot better than the film! Pause the game and type SANITYCLAUSISCOMINGTOTOWN (no spaces) for infy lives. Alternatively type SCIENCEFICTION on the title screen, then skip levels by pressing Del.

ROBOCOD (Millennium)

Collect (in order): Cake, Hammer, Earth, Apple and Tap for invincibility. On sports level, after second spike pit, get Lips, Ice-cream, Violin, Earth and Snowman for extra lives. Leave first room straight away via the left point and all the game's doors open. Typing LITTLE MERMAID during play allows you to use the following cheat keys: F — wings, X — go straight to the exit, P — plane, B — bath, C — car. Not all keys work on all levels.

FINAL FIGHT (US Gold)

Not brilliant, but still packs a meaner punch than most Amiga fights. Pause the game and type SHERRIF FATMAN for infy lives. Hit the Help key when the 'not so fast Mike' message appears for infy power, and press + during play to make the enemies disappear.

CHUCK ROCK (Core)

Is Chuck the ugliest game sprite ever? Fat, smelly, unshaven... he looks a bit like Phil! Not that this stopped him starring in one of the greatest platformers ever! On the title screen hit ESCAPE then type FAST AINT THE WORD, UNCLE SAMS, ITS FAIRY BOWBELZ, SHE LOVES CLEANING WINDOWS, or LIFE IS MY DREAM for infy energy. To select zones type MORTIMER during play and hit the function key of your choice. For levels type TURN FRAME and use keys 1 - 5 to select, and to fly (!) type ESTRANO.

RAILROAD TYCOON (MicroProse)

As management sims go, this one's no sleeper (if you follow my train of thought), so let's steam in for a cheat! Press Shift and \$ to refill your coffers. If only it were that easy in real life...

FORMULA ONE GRAND PRIX (MicroProse)

Fast, exciting, realistic — everything a good racer should be. On the last lap go into the pits, jam your breaks on and press Esc. Accelerate the time, and you'll then be in first place!

WIN THE TOP 100 BUDGET GAMES!

How would YOU like to be the proud owner of the one hundred best-selling budget games on the Amiga? Not a bad little bundle, we reckon, and so — to celebrate this launch issue of *Amiga Force* — we're giving you the chance of winning them. Such a huge prize requires a gargantuan effort on your part, though, so to be in with a chance you're going to have to exercise the old grey cells and answer the one hundred questions below! The prize will consist of the biggest-selling budget releases... according to the Gallup Charts published during the last week of January 1993 (when the winning entry will be drawn). You can either cut out the page or photocopy it, and send it to us — with ALL the correct answers! — at the following address: Amiga Force Top 100 Competition, Amiga Force Magazine, Europress Impact Ltd., Ludlow, Shropshire SY8 1JW. Good luck, centurians!

- 1) Which is taller, Mt. Snowdon or Ben Nevis?
- 2) Who co-starred with Roger Rabbit?
- 3) What is the capital city of Thailand?
- 4) Who wrote *Alice In Wonderland*?
- 5) Who designs *Amiga Force*?
- 6) Who wrote *Lord Of The Rings*?
- 7) In which country is the Taj Mahal?
- 8) On what page does the PD coverage start?
- 9) How many cents are there in a US dollar?
- 10) Who wrote the driving games feature in this issue?
- 11) Which is bigger, Brazil or Argentina?
- 12) What is the French word for 'green'?
- 13) How many levels are there in *CJ In The USA*?
- 14) What was John Wayne's real name?
- 15) How many months end in the letter 'Y'?
- 16) What kind of building do monks live in?
- 17) How many Amiga A600s are we giving away?
- 18) What kind of animal is a Manx?
- 19) What is a badger's home called?
- 20) How many legs does a Tarantula have?
- 21) Do flying fish have feathers?
- 22) How much is a British first class stamp?
- 23) How many cheat coupons have we printed?

- 24) Which is longer, the R. Thames or the R. Nile?
- 25) How many rpm does a seven inch single rotate at?
- 26) How many letters are there in the English alphabet?
- 27) Who said "We will fight them on the beaches..."
- 28) Which sport features the term 'Half Nelson'?
- 29) What is the first book in The Bible called?
- 30) How many ounces are there in a pound?
- 31) What does the abbreviation CD usually mean?
- 32) What colours are featured on Italy's national flag?
- 33) How many have you got right so far (including this one)?
- 34) In which city is The Empire State Building?
- 35) What object did the SS Titanic hit?
- 36) Which is the larger desert, the Sahara or the Gobi?
- 37) What colour car was Henry T. Ford's 'Model T'?
- 38) Who publishes *Amiga Force Magazine*?
- 39) What does the computer term 'PD' stand for?
- 40) Which is the odd one out: BBC1, ITV or Channel 4?
- 41) Who is the host of the quiz show *Blockbusters*?
- 42) Are the Elgin Marbles spherical?
- 43) Which is bigger, Mars or Saturn?
- 44) Name the national flower of Wales.
- 45) Who won the football World Cup in 1966?
- 46) Name an actor who has played *Doctor Who*.
- 47) Name one of Princess Diana's children.
- 48) In which US city would you find Hollywood?
- 49) What would you call a whole group of dolphins?
- 50) In which street did the Great Fire Of London start?
- 51) Who played Indiana Jones and Han Solo?
- 52) Who painted the Mona Lisa?
- 53) In which country would you find Ayres Rock?
- 54) How many greyhounds usually run a race?
- 55) What is Margaret Thatcher's husband's name?
- 56) In which English county would you find Stonehenge?
- 57) Which country owns both Ibiza and Majorca?
- 58) What is a Smith & Wesson?
- 59) Is Big Ben a clock?
- 60) Name one of Winne The Pooh's friends.
- 61) Who was the last Labour Prime Minister?
- 62) In which year was The Queen's Silver Jubilee?
- 63) Name the lead singer from the group Culture Club.
- 64) What is a baby fox called?
- 65) Who is *The Sun* newspapers infamous editor?

COMPETITION

- 66) What is James Bond's code number?
- 67) How many games will you win if you win this comp?
- 68) Yes or No, was the last question easy, or what!?
- 69) In which country would you find Amsterdam?
- 70) Who manufactures the 707 and 737 jumbo jets?
- 71) Which European country houses the Euro Parliament?
- 72) Which series of films featured Freddy Krueger?
- 73) How many *Goblins* do you control in the game?
- 74) Who wrote *The Pirates Of Penzance*?
- 75) Name one country with a beach on the Mediterranean Sea.
- 76) What vehicle are Harley Davidson famous for?
- 77) Which famous 60s group was Jim Morrison singer?
- 78) With what sport would you associate Jack Nicklaus?
- 79) Finish this quote: "One small step for man, one giant leap for..."
- 80) Who directed *E.T. The Extraterrestrial*?
- 81) What does the Statue Of Liberty hold in her right hand?
- 82) In which country would you find The Sphinx?
- 83) Who starred in *Play Misty For Me* and *Dirty Harry*?
- 84) Are there any golf balls on the moon?
- 85) Who starred opposite Bo Derek in the film *10?*
- 86) Where do Nachos and Enchiladas come from?
- 87) What kind of TV programme was Fanny Craddock famous for?
- 88) What is Einstein's most famous maths equation?
- 89) What is the diameter of an Amiga floppy disk?
- 90) What kind of beverage is Muscadet?
- 91) Do turtles lay eggs?
- 92) How many function keys are on the Amiga A500?
- 93) What is the Roman numeral for eleven?
- 94) How many centimeters are in a quarter of a metre?
- 95) Did you use a calculator to work out the last one?
- 96) How many issues of *Amiga Force* have there been?
- 97) In which US State is San Francisco?
- 98) Name a Radio 1 DJ who wears a beard.
- 99) Which TV show features Zebdee, Dougal, Florence and Dillon?
- 100) Is this the last question?

■ YOUR NAME
 ■ YOUR ADDRESS



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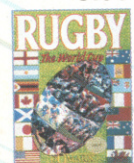
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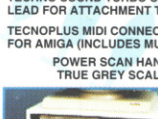


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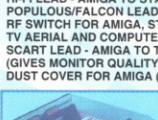
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